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FINAL FANTASY® XII

REVENANT WINGS™

COVERS NINTENDO DS™

BASED ON A GAME RATED BY THE ESRB EVERYONE 10+ E 10+

SQUARE ENIX™

Written by Rick Barba
with contributions from Elizabeth Ellis



FINAL FANTASY XII
REVENANT WINGS™

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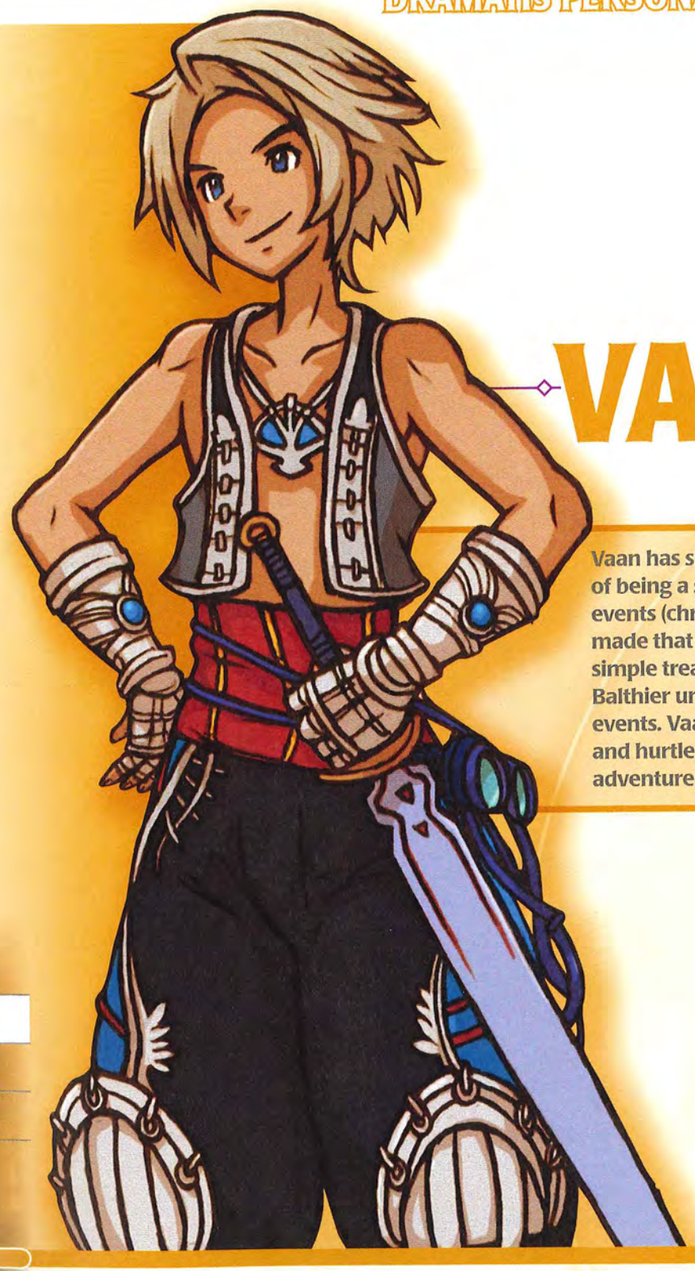
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World Guide

Welcome to the official strategy guide for the latest installment in the amazing universe of *Final Fantasy XII*. This new adventure of Vaan and his sky pirate compatriots is entitled *Revenant Wings* and it comes to you on the Nintendo DS. This book provides everything you need to understand and master this remarkably rich game, including all of the stats and maps and other details. Let's start by meeting the main characters of this compelling story.

DRAMATIS PERSONAE



VAAN



Vaan has spent most of his young life dreaming of being a sky pirate. Recent remarkable events (chronicled in *Final Fantasy XII*) have made that dream come true. But a seemingly simple treasure hunt with old allies Fran and Balthier unleashes a mind-boggling chain of events. Vaan loses one airship, gains another, and hurtles skyward with his friends on an adventure to an ancient sky continent.

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Dramatis Personae

PENELO



She may be the "mother hen" of the group and her cooking may be suspect, but Penelo is an unspoken leader of Rabanastre's subculture of war orphans. Her steady, healing support abilities make her an indispensable member of every battle party.



KYTES

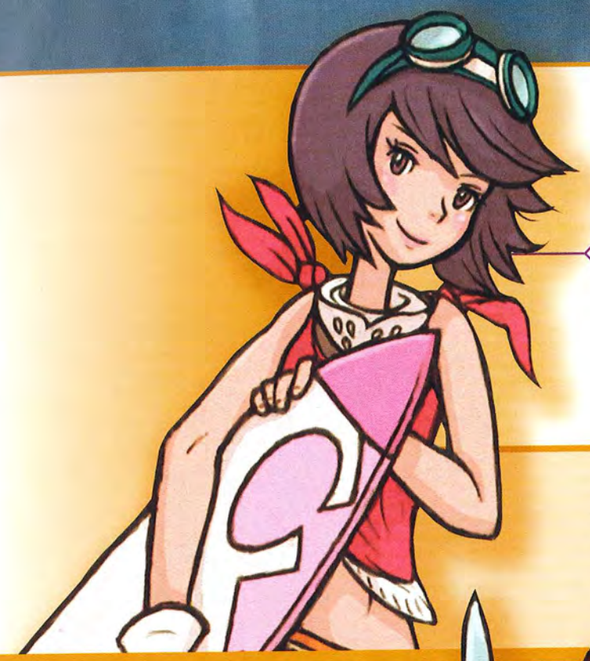


Vaan's lifelong friend Kytes may be a street urchin with a love of mischief, but his mastery of ancient magicks is remarkable for one so young. Any battle party is strengthened by Kytes's presence.

Dramatis Personae

FILO





When Filo takes to the air with her skybandit, foes walking below had better beware. A longtime member of Vaan's Rabanastre street gang of wannabe sky pirates, she's living her dream on this adventure to the legendary sky continent of Lemurés.

LLYUD



A member of the aegyl race of Lemurés, this winged warrior joins Vaan and his crew in a race to save the future of his people...and perhaps the future of Ivalice. Unfortunately, this new bond formed with strangers from the lands below brings him under a veil of suspicion in his own homeland.

BALTHIER



Captain of the legendary vessel named the *Strahl*, Balthier has become the most famous (and infamous) sky pirate of modern times in Ivalice. After reluctantly taking Vaan under his wing, he now faces a new and unsettling menace while teaching his young apprentice that things are not always as they seem...

FRAN





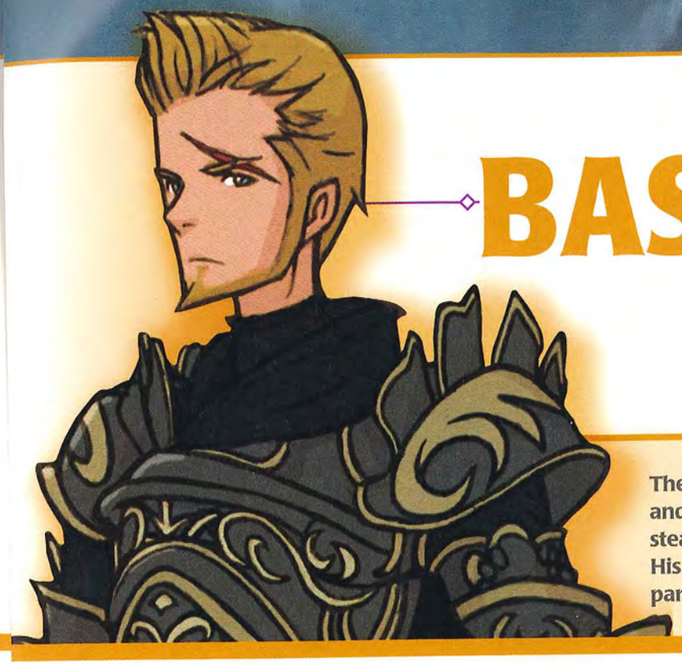
The beautiful and mysterious viera is the longtime co-pilot and partner of Balthier. Her remarkable connection to the Mist that surrounds all life gives her an almost mystical ability to see the paths that must be taken...or avoided. Ignore her "feelings" at your peril!

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Dramatis Personae

BASCH





The great captain of the Dalmascan Order of Knights and personal bodyguard of Queen Ashe, Basch is as steadfast and loyal as he is deadly with a melee weapon. His abilities can literally add a shield of protection to any party under siege.

TOMAJ



Few are as enterprising, clever, and connected to street scuttlebutt as this young man from the Sandsea, a tavern and conduit of gossip and information in Rabanastre. He joins Vaan's adventurous team of sky pirates, but on his own terms—which is the way Tomaj always does business!

ASHE



Heir to the legacy of the great Dynast-Kings of Dalmasca, Lady Ashe now sits on the throne of the ancient kingdom. A great warrior in her own right, she teams with Basch to form a formidable duo of unshakeable allies.

BA'GAMNAN





The bitter, vengeful Bangaa bounty hunter has been on the trail of the sky pirate Balthier seemingly forever. Along with his gang of Bangaa thugs, he lurks on the edges of the adventure, always looking to make his move.

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The Game Basics

Okay, pit crew, here's a look under the hood, as it were—a peek at the game engine that drives *Final Fantasy XII: Revenant Wings*. Once again, this book does not intend to take the place of the instruction booklet that comes with the game. Instead, this section provides a deeper look at the game systems and the nitty-gritty (read: math) that underlies this great experience from Square Enix.

BATTLE BASICS: HOW A TYPICAL BATTLE FLOWS

Battles in *Revenant Wings* occur in real time. The flow of battle proceeds as follows:

1. Objectives are displayed

After viewing a mission-opening sequence setting up the task ahead, the win/loss conditions for that battle are shown.

2. Prepare your deployment party

This may be the most important phase of every mission. Always start by checking your enemies' unit types, their strengths and weaknesses, and their abilities. Then deploy leaders and put five Espers in your Esper Troupe that will best counter the enemy. Here you can also adjust your leaders' equipment (weapons, armor, accessories) and set their gambits to create the most advantageous match-ups.

3. Fight!

Give orders to your leaders and Espers. To win a battle, you need to fulfill all the objectives listed. In most cases, the ultimate goal is to defeat certain (or all) enemies, but sometimes you're asked to gather special Materials, capture summoning gates, or destroy enemy soul crystals instead.

4-a. Mission completed!

If you fulfill the objectives, you win the battle and receive EXP (experience points) and sometimes reward items. The EXP you receive and the items you gain will vary based on your actions in battle.

4-b. Mission failed!

If you fail to meet any of the objectives, you fail the mission. Rather than returning to your last save point, though, you earn a small amount of EXP for your failed efforts, and then you can retry the battle. There are no in-game penalties for losing a mission.

UNIT TYPES AND MATCH-UPS

Understanding how unit types match up is critically important to fielding parties capable of winning missions. In fact, which units you choose to deploy just may be the most important tactical decision in each mission. If you make good pre-battle deployment selections and then steer your troops into advantageous battlefield match-ups, you can defeat even vastly superior enemy forces.

There are three unit types in the game: Melee, Ranged, and Flying. Ranged units are strong versus flying units; flyers are strong versus melee units; and melee units are strong versus ranged units.

Each unit's type appears in their Status Screen. Just tap on enemy units on the Battle Party Screen during the pre-mission preparation phase to see what you're up against in the upcoming mission, then deploy appropriate counter units.

HOW UNIT TYPE MATCH-UPS AFFECT ATTACK DAMAGE

Here's a mathematical look at how important it is to create advantageous match-ups when deploying units against the enemy. Note that against units of the same type, all units deal damage with no multipliers.

Melee Units

Strong against Ranged Units (deals 1.3x damage, receives 0.45x damage in return)

Weak against Flying Units (deals 0.45x damage, receives 1.3x damage in return)

Ranged Units

Strong against Flying Units (deals 1.8x damage, receives 1x damage in return)

Weak against Melee Units (deals 0.45x damage, receives 1.3x damage in return)

Flying Units

Strong against Melee units (deals 1.3x damage, receives 0.45x damage in return)

Weak against Ranged units (deals 1x damage, receives 1.8x damage in return)

HEALING UNITS

Some ranged units are healing units. Healing units can only attack enemies using Magick and special abilities, as their basic ability is to heal the HP of allied units. Penelo is the primary healer in the game. Her basic "attack" is Cure, which she hurls at allies to heal them. She can attack enemies indirectly. For example, her Holy ability deals damage to one foe and her Hypnotic Dance ability inflicts Disable on surrounding enemy units.

It can be difficult to recover HP without a healer in your party, so try to include at least one. Healing units include Penelo, White Mage, White Hare, Carbuncle, and the Rank III Esper, Ultima.

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The Game Basics

ELEMENTS

There are five elements in the game: Fire, Water, Lightning, Earth, and Healing, as well as the designation Non-Elemental. Each unit has three properties that can be defined by their element: Nature, Weakness, and Resistance. The best way to fight is to deploy units whose natures match the enemies' weaknesses and who have resistance to the enemies' natures. Your leaders' natures, resistances, and weaknesses change based on the kind of weapons and armor they have equipped.

THE ELEMENT SYMBOLS	
Non-elemental	Fire Element
Water Element	Lightning Element
Earth Element	Healing Element

NATURE

A unit's "nature" means the elemental property of the magic and abilities that the unit uses. Aside from some individual attacks that have their own properties (for example, "Firaga," which is always a Fire element attack regardless of the user's nature), all of a unit's basic and special attacks are imbued with its nature element.

WEAKNESS

This designation indicates the element that a unit is weak against. If the unit is hit by an attack imbued with this elemental property, the damage it takes is much greater than normal. If a dash appears in the weakness element slot, it means the unit doesn't have any special weaknesses.

RESISTANCE

This designation indicates the element to which the unit is resistant. If the unit is hit by an attack imbued with this elemental property, the damage it takes is much less than usual. If a dash appears in the resistance element slot, it means the unit doesn't have any special resistances.

Elemental Augmenters

Some units' elemental strengths and weaknesses are more potent than others; this isn't displayed on-screen. The higher an Esper's rank, the more significant its elemental weakness and resistance becomes. Armor can add resistance, but note that armors that have strong resistance to one element often have strong weakness to another element.

DAMAGE MULTIPLIERS FROM RESISTANCE/WEAKNESS

Here's a look at how elemental resistances and weaknesses affect damage levels inflicted by attacks imbued with the corresponding elemental nature. Rank I monsters have "Slight" weaknesses and resistances; Rank II monsters have "Medium" weaknesses and resistances; and Rank III monsters have "Strong" weaknesses and resistances.

Strong Weakness: 1.25 times the damage

Medium Weakness: 1.2 times the damage

Slight Weakness: 1.1 times the damage

Non-Elemental Weakness or Resistance: No change in damage

Slight Resistance: 0.9 times the damage

Medium Resistance: 0.75 times the damage

Strong Resistance: 0.5 times the damage

UNIT ATTRIBUTES

There are 13 unit attributes in the game and each attribute has an influence on the unit's battle abilities. Generally speaking, the higher a unit's attributes, the better or more durable a fighter it is. Note that the Movement attribute isn't shown on-screen, so there's no way to check it within the game.

Attribute Types

HP: The unit's "health points." Decreases as the unit takes damage. When HP reaches zero, the unit is KO'd. KO'd leaders remain on the field, marked by swirling stars. They can be revived with the proper Magicks (Revive or Raise) or if their side has a soul crystal, which automatically revives its leaders after a short time. KO'd Espers and monsters just disappear, even if a soul crystal is present.

Affinity: Influences the number of Espers you can summon in battle. This attribute is not displayed for enemy leaders.

Strength: The basis for your Attack stat. Influences how much damage you cause with your abilities.

Magick: The basis for your Magick Attack stat. Influences the amount of damage you deal with Magicks and the duration of status effects caused by your Magicks and abilities.

Stamina: The basis for your Defense stat.

Mind: The basis for your Magick Defense stat, influences the duration of status effects inflicted on you by enemy Magicks and abilities.

Speed: Influences the time it takes to use Magicks and abilities, as well as Wait Time.

Attack: Influences the damage dealt by abilities.

Magick Attack: Influences the damage dealt by Magicks.

Defense: Influences the damage received from enemy ability attacks, also called "physical attacks."

Magick Defense: Influences the amount of damage received from enemy Magick attacks.

Attack Speed: The number of basic attacks/abilities the unit can execute in the span of one minute.

Movement Speed: Influences the speed the unit moves across the field.



EXP AND LEVELING UP

If you begin a mission, whether you win or lose, all your allied Leaders gain EXP (experience points), including those who weren't deployed. (Non-deployed leaders gain less EXP than deployed leaders.) Once characters gain a certain amount of EXP, they level up. When they level up, their attributes increase and they learn new Magicks and abilities to become stronger.

Scaling Levels for Melees

Although enemy unit levels are predetermined for the Story Missions and Tomaj's Notice Board Hunts, they change according to your army's levels in Melee Battles.

AMOUNT OF EXP EARNED

Again, regardless of whether you succeed or fail, all allied leaders (even those who did not participate in the battle) receive EXP after a mission is over. However, the amount of EXP received by each depends on numerous factors, such as whether or not they participated in the mission and the actions that they took during the mission. For each mission, there is a maximum amount of EXP that can be earned by each character; for the Melee Battles, this amount varies based on how far you've progressed in the Story Missions. The following are factors that determine how much EXP each party member can earn per mission:

1. Enemy KOs earns extra EXP for a team's leader.
2. The quicker you clear a mission, the more EXP your leaders receive.
3. All leaders earn extra EXP based on how many summoning gates are opened during the battle.
4. How many times a leader gets KO'd influences how much EXP that leader earns: No KOs equals more EXP.

MISSION REWARDS AND THE GOBLIN POUCH

After clearing a mission, you often receive special mission rewards (gil, equipment, auracite, and so forth) in addition to any items or Materials you nabbed during the mission. If you deployed Kytes equipped with the Goblin Pouch in the mission, you automatically gain one extra special Material. After your party receives their EXP earned, you will see a list of items acquired from the mission. The list is organized in the following order:

First: Mission Rewards

Second: Items gained during the mission (in order of the character who obtained them)

Third: Items gained from the Goblin Pouch

In addition, you may be informed of new Espers appearing on the Ring of Pacts, or of characters having access to new quickenings.

DETERMINING ESPER LEVELS

Espers don't level up by acquiring EXP. Instead, Esper levels are based on the average of your Leaders' total levels. Keep in mind that the average of your leader levels includes all of the leaders in your entire party.

Rank I Espers: Same level as the Leaders' average.

Rank II Espers: One level higher than the Leaders' average.

Rank III Espers: Two levels higher than the Leaders' average.

SUMMONING BONUSES

When leaders level up, they can also gain special attribute bonuses based on what kind of Esper they've called most often from summoning gates. The bonuses received are determined by the element and unit type of the Esper most summoned. If the leader has summoned identical numbers of more than one Esper, the bonus is determined randomly from that group.

LEVEL-UP ATTRIBUTE BONUSES FOR ESPER SUMMONING

MOST SUMMONED ESPER ELEMENT	MOST SUMMONED ESPER UNIT TYPE	ATTRIBUTE BONUSES AWARDED
▭	Melee	Strength + 1, Speed + 1
	Ranged	Stamina + 1, Speed + 1
	Flying	Speed + 2
↺	Melee	Strength + 2
	Ranged	Strength + 1, Magick + 1
	Flying	Strength + 1, Mind + 1
💧	Melee	Magick + 1, Stamina + 1
	Ranged	Mind + 2
	Flying	Mind + 1, Speed + 1
⚡	Melee	Magick + 1, Speed + 1
	Ranged	Magick + 2
	Flying	Magick + 1, Mind + 1
●	Melee	Strength + 1, Stamina + 1
	Ranged	Stamina + 1, Mind + 1
	Flying	Stamina + 2
✦	All	Magick + 1, Mind + 1

(*Zalera counts as Healing Type)

MAGICKS & ABILITIES

The attacks, effects, and healing that a unit performs are classified as either "Magicks" or "Abilities" based on the attribute from which they draw. Generally, a unit with a high Magick stat uses Magicks, while a unit with a high Strength stat uses abilities. Effectively, most Magicks are "Magick attacks" while most abilities are "physical attacks." The difference between Magicks and abilities include:

- Magicks pull from Magick and Magick Attack stats; abilities pull from Strength and Attack stats.
- Magick damage is modified by the target's Magick Defense stat; ability damage is modified by the target's Defense stat.
- Magicks (other than quickenings) are suppressed by the Silence status effect; abilities are not.



The Game Basics

MAGICK/ABILITY DAMAGE MODIFIERS

The base damage that a Magick or an ability inflicts is modified by five factors that can severely impact the overall damage dealt by an attacker on a defender:

1. The attacker's Strength or Magick power. The modifier is (1x) at a Strength or Magick value of 30 and increases by another (1x) for every extra increase of 220-230.
2. A number roughly approximate to the attacker's Attack or Magick Attack value divided by the defender's corresponding value (Defense or Magick Defense).
3. Multiplier based on the attacker's and defender's unit types.
4. Multiplier based on the elemental natures, weaknesses, and resistances of the attacker and defender.
5. Multiplier based on support abilities.

ACTIVATION AND ACTION TIMES

When you use a Magick or an ability, there's always a slight delay called "preparation time" before the effect actually occurs. After the effect is unleashed, there's usually another short delay until your unit can take another action.

"Activation Time" refers to the period between the very start of an action (e.g., the moment you tap the stylus on an enemy to give an attack command) and when that action is actually "cast" or unleashed. If an attack has a brief Activation Time, then the Magick/ability is cast soon after the preparation begins.

"Action Time" refers to the total length of the action from the very start of the action to the moment when your unit can take another action. If an attack has a brief Action Time, then your unit can take another action soon after the first effect is cast. Magicks such as Haste and Slow can influence your Action Time dramatically.

Activation Time is fixed depending on the Magick or ability and cannot be modified, but Action Time is modified by your Speed attribute.

GAMBITS

When you set a leader's Magick or ability as that unit's gambit, you essentially give your character the order to repeatedly use that attack or effect, but only if the situation warrants its use. For example, if you've selected Curaga as Penelo's gambit, she flings out Curaga spells almost constantly during a battle if you have units in constant need of HP replenishment. But if you set Raise as Penelo's gambit, she rarely uses it because Raise is only warranted when an allied leader has been KO'd.

Here's another example: If you set Kytes's gambit to Blizzaga, he casts that attack spell anytime he would normally attack an enemy (i.e., when you give him a direct attack command, or when he detects a hostile unit nearby, triggering his auto-attack order). Once Blizzaga is cast, Kytes can't cast it again until the magick recharges; in the meantime, he switches to his current basic attack.

But once Blizzaga recharges, Kytes automatically casts it again whenever he launches his next attack. Note that he'll fling Blizzaga at his next target regardless of who that enemy is, so if new enemy unit types arrive on the field—perhaps a foe resistant to Water attacks—you want to turn off the Blizzaga gambit (which deals Water damage) and turn on a gambit that matches up better with the new unit's weakness.

Different Gambits for Different Situations

You can set only one gambit at a time, so use the magick/ability that provides the best tactical advantage in the current or upcoming combat situation.

ESPERS

In most missions, a certain number of Espers are automatically summoned just before you get the "Commence!" message. These are your "Starting Espers" and they're chosen automatically from the criteria listed in the next section. Generally speaking, these starting creatures are of the same unit type as the leaders you're deploying, with two Espers for each leader. However, on missions like 4-1 and 5-2 where you can only deploy a few leaders, each leader may be allowed three or more starting deploys.

Shard Marker

Esper types that will be deployed with your leaders as "Starting Espers" are marked by a jagged green shard of auracite on the Battle Party Screen.



SUMMONING ESPERS

In battles that contain summoning gates, you can take the following steps to summon Espers not in your Starting Esper deployment to join you in battle. Unlike your Starting Espers, you can choose which leader's team each summoned Esper joins and you can also summon Rank III Espers. Just like Starting Espers, however, summoned Espers can only draw from the creatures in the five-slot Esper Troupe that you set up before each mission on the Battle Party Screen.

Capture Time for Summoning Gates

When a single leader is performing a gate capture on a neutral summoning gate, it takes 17 seconds for the arrow to move from the gauge's center (neutral position) all the way to the left side, thus completing the capture. This time is reduced to half with two units performing the gate capture, one-third with three units, and so on.

AFFINITY RESTRICTIONS

There are some restrictions on which Espers you can summon during battle and they apply both to your side and the enemy's side. The most important one is the amount of Affinity available. Each Esper has a predetermined summoning cost measured in Affinity. The total cost of all your Espers currently on the battlefield must be within your team's total allied Affinity. Affinity is recovered as your Espers are defeated or you dismiss them, but this recovery is slow, at a rate of 2 points per second.

You also gain Affinity each time you capture a summoning gate. On the other hand, if an enemy leader captures one of your summoning gates, your Affinity total drops. However, even if your total Esper Cost exceeds your current Affinity as a result, your Espers on the field won't retroactively cease to exist.

RESTRICTIONS ON SUMMONING

The total cost of all Espers cannot exceed your available Affinity. If a unit's summoning cost will put you over your total Affinity, then you cannot summon that unit. (As noted earlier, however, your Starting Esper deployment does not heed this restriction.)

Each leader can lead a maximum of eight Espers. If you try to summon more Espers to that leader's group, they won't appear until the number of Espers currently in the group falls below eight.

Only one Rank III Esper is allowed. Regardless of your current Affinity total, if you already have one Rank III Esper in play, you cannot summon another. If the Rank III Esper already in play is defeated, however, you can summon a replacement.

You can have up to 10 summons at once in your queue at a single summoning gate, and no more. If you have already placed orders to summon 10, you cannot queue up another Esper until one already in the queue is summoned, thus freeing a space.

Multiple Summons

Note that each summoning gate can only produce one Esper at a time. If you're looking to quickly increase your numbers, use multiple summoning gates if possible.

Espers don't appear immediately after you call them from a gate. The actual summoning time depends on the creature. To check the time until the next Esper will appear, touch the summoning gate, then touch the "Queue" command to check which Espers are in the queue and how much time remains for the next Esper to be summoned.

SUMMONING TIMES

ESPER RANK & TYPE	TIME TO SUMMON
Rank I Melee	5 seconds
Rank I Ranged	6 seconds
Rank I Flying	4.5 seconds
Rank II Melee	7 seconds
Rank II Ranged	8.3 seconds
Rank II Flying	6.3 seconds
Rank III (all)	15 seconds

* If Ashe is deployed equipped with the Golden Amulet, summoning rate is increased by 1.2x.

SCAVENGING MATERIALS

Choose an allied leader, then touch the Material Node you'd like to excavate to send that leader off to start scavenging. Scavenging materials requires time. Also, Espers cannot scavenge, so even if you order them to the spot along with the leader, they will only wait near the Material Node.

It takes approximately three seconds to scavenge each Material from a Material Node. But if Filo is equipped with the Terra Earrings, the time required drops to about 2.5 seconds per Material. To scavenge materials:

1. Order your Leader to scavenge. After giving the order, the pickaxe icon appears over the Material Node you selected and your leader heads toward that node.
2. When the leader arrives, the scavenging begins. A gauge appears above your leader's head to indicate his or her progress.
3. When the gauge fills up, one material has been extracted and its name appears in the information bar in the top left portion of the top screen.

A Material Node shrinks as you harvest materials from it. You can gain up to four Materials from a single node, and your leader automatically continues to scavenge until he/she collects them all (assuming you don't give him/her other orders). You can also send multiple leaders to scavenge at the same Node, in which case, each will collect one Material from the Node. If you want to collect materials quickly, send multiple leaders.

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The Game Basics

TYPES OF MATERIALS AND NODES

The types of Materials you retrieve from a Material Node differ based on the location. In addition, each type of Material has a Low, Medium, and High grade version. Which grade of material you receive is randomly determined, with a higher percentage chance that you'll receive a lower grade. There are seven types of Material Nodes:

TYPES OF MATERIAL NODES

NAME	IN-GAME EXPLANATION	MATERIALS ACQUIRED
Solid Stone	Unusually heavy stone containing rare minerals	Common Metal, Brilliant Ore, Ephemeral Ore, etc
Everburn	Crystalized ore forged in lava's flame	Everburn
Sparkling Stone	Brilliant jewels protrude from the stone's rough surface	Yellow Gemstone, Glistening Shard, Rare Gemstone, etc
Virgin Timber	The wood is dry and resounds solidly when struck	Fine-grained Wood, Fragrant Wood, Smooth Wood, Sturdy Wood, etc
Inscrutable Bones	The elements have polished the bones of this carcass	Small Bone, Timeworn Carapace, Worn Hide, etc
Strange Liquid	The unidentifiable fluid smells vaguely of medicinal herbs	Viscous Fluid, Volatile Compound, Grim Dust, etc
Limpid Crystal	Strong magicks radiate from this Mist-imbued stone	Fire Shard, Inferno Crystal, etc

Certain missions have treasure chests, too. Just as with Material Nodes, you must give a Leader orders to acquire the contents. Unlike Material Nodes, the contents of treasure chests are preset and may contain equipment or auracite rather than just materials. Look out, though! Some treasure chests contain monsters known as Mimics that attack you when you try to open them.

FORAGING POINTS

To use a Foraging Point, select your leader and touch a place where fruits or vegetables are growing. The leader will head toward the Foraging Point and start foraging immediately when he/she arrives. When the "foraging" is completed, the leader and all members of his team recover HP. A single Foraging Point can restore HP four times. Note that a leader will continue foraging at a Foraging Point until the HP of his entire team is fully restored or the Foraging Point is depleted. (If you want to conserve some of the Foraging Point, give the leader a different order to stop foraging.)

Each "foraging" takes less than three seconds to complete and the units involved recover 25% of maximum HP. When Fran is deployed equipped with the Crown of Laurels, the HP recovered by the team during foraging is increased by 1.5 times.



Prologue Mission 0-1: Vaan, the Sky Pirate

THE GLABADOS RUINS—ELYSIAN PATH

LEVEL 1

GAME FLOW OVERVIEW

Both Prologue missions are very tutorial in nature. In each, the basics of the game are explained—movement and attack, in particular. After clearing Mission 0-2, Penelo temporarily leaves the party.

PROLOGUE MISSION (THE GLABADOS RUINS)
- 0-1: Vaan, the Sky Pirate
  - IN: Penelo

PROLOGUE MISSION (THE GLABADOS RUINS)
- 0-2: The Treasures Twain

MISSION PREREQUISITE

None

OBJECTIVES

- Find Penelo, Balthier, and Fran.
- Vaan must survive.

Vaan makes his sky pirate debut, flying with Penelo in his new airship as he follows Balthier and Fran to the Glabados Ruins. While hunting for treasure on the Elysian Path deep in the ruins, however, Vaan gets separated from his companions.

LEADER UNIT DEPLOYMENT

MAX UNITS: 1

VAAN*

(* = Mandatory)

UNITS

RED FLAN
LV. 1
R I
T Melee
N W R

PENELO
LV. 1
R Leader
T Ranged
N W -- R --

BALTHIER
LV. 3
R Leader
T Ranged
N -- W -- R --

FRAN
LV. 3
R Leader
T Ranged
N -- W -- R --

OBTAINABLE ITEMS

Clear Items
None

Other Items Gained
None



Mission Map: The Glabados Ruins, Elysian Path



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

6 Other Units
Penelo
Joins Vaan when he approaches.

7 Other Units
Balthier
Fran

1 Enemy Group — Red Flan — A
2 Enemy Group — Red Flan — B
3 Enemy Group — Red Flan — C
4 Enemy Group — Red Flan — D
5 Enemy Group — Red Flan — E

MISSION WALKTHROUGH



This mission is essentially a tutorial on unit movement, fighting, controlling the camera, and healing. Vaan starts alone. Follow the on-screen instructions to move Vaan southeast and defeat a pair of weak Red Flans in succession, then join up with Penelo at the corner. After Penelo heals Vaan, move both of them northeast along the corridor. Defeat three more Red Flans; Vaan automatically does the fighting, while Penelo automatically heals Vaan with Cure spells during and after each encounter. Continue up the corridor to reach Balthier and Fran.

Fighting: Optional

Five Red Flans line the Glabados corridor in total, but you don't have to defeat them all. If you want to complete the mission quickly, ignore the enemies and head straight for the end.

Prologue Mission 0-2: The Treasures Twain

THE GLABADOS RUINS—HALL OF THE LINGERING

LEVEL 2

MISSION PREREQUISITE

Clear Mission 0-1.

OBJECTIVES

- Defeat Ifrit!
- Vaan must survive.

The party finds two treasures in the Cache of Glabados. But before they can seize the items, a great magical beast (an Esper) named Ifrit arises from an odd platform on the floor (a summoning gate) and lurches to the stairs to guard the treasures. Suddenly, Fran falls victim to a strange, cold Mist infusing the room, and other threats emerge...

LEADER UNIT DEPLOYMENT

MAX UNITS: 2

VAAN* PENELO*

(* = Mandatory)

UNITS

DJINN

LV. 1 | R I | T Melee | N W R

IFRIT

LV. 1 | R III | T Melee | N W R

BALTHIER

LV. 3 | R Leader | T Ranged | N -- W -- R --

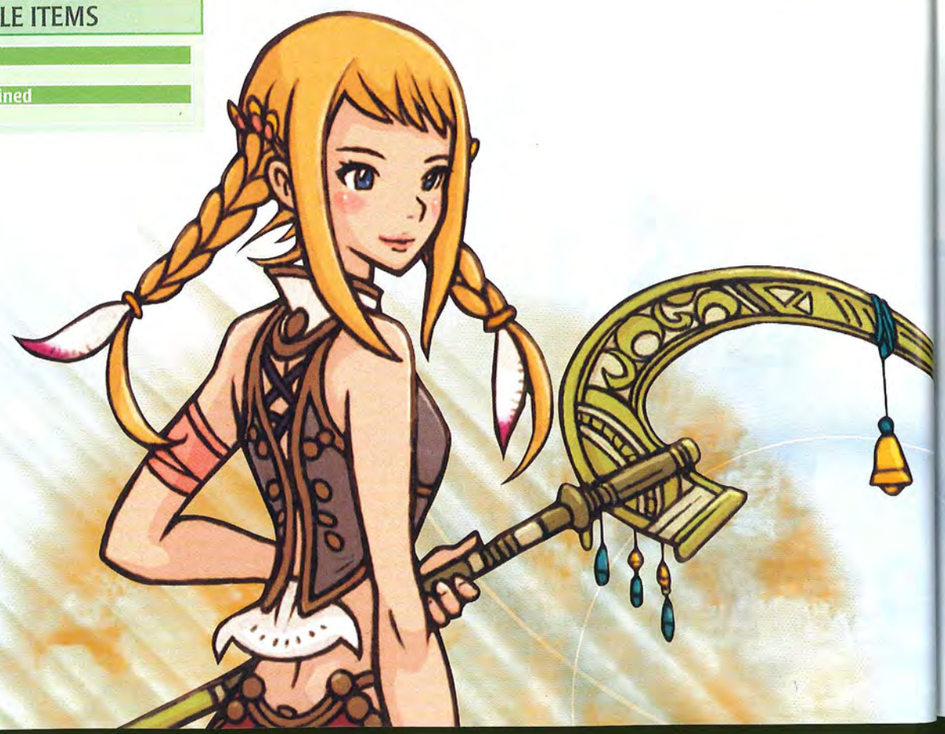
FRAN

LV. 3 | R Leader | T Ranged | N -- W -- R --

OBTAINABLE ITEMS

Clear Items
None

Other Items Gained
None



Mission Map: The Glabados Ruins, Hall of the Lingering



1 Enemy Group: Djinn — A
2 Enemy Group: Djinn — B
3 Enemy Group: Djinn x2, Ifrit — C
4 Other Units: Balthier, Fran

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	2

In addition to the enemies listed here, Djinns will appear from both enemy summoning gates.

MISSION WALKTHROUGH

Let Balthier take on the two Djinns. Balthier and Fran are "guest units" (also called NPCs, or "non-player characters") at this point; you can't control them, but they're on your side, attacking approaching enemies. Leave the Djinns that emerge from the summoning gates to your guests; send Vaan to attack the two Djinns in front of Ifrit on the stairs. After their defeat, concentrate your attacks on Ifrit. Keep Penelo in close range to heal all three other party members.



Afterwards, watch as Vaan learns the legend of the Cache of Glabados... the hard way.







1 THE DERELICT

THE ROYAL CITY OF RABANASTRE

GAME FLOW OVERVIEW

This chapter contains four missions; after clearing each one, you automatically start the next one. This chapter introduces the player to the use of Magick and Abilities, as well as summoning Espers.

STORY MISSION (THE ROYAL CITY OF RABANASTRE)
- 1-1: Eve of Adventure
  - IN: Kytes, Filo
  - OUT: Penelo

STORY MISSION (THE ROYAL CITY OF RABANASTRE)
- 1-2: The Coveted Derelict

STORY MISSION (THE DERELICT)
- 1-3: The Treasure Is the Key

STORY MISSION (THE DERELICT)
- 1-4: Unwelcome Guests

1-1: Eve of Adventure

NIGHT IN RABANASTRE

LEVEL 2

MISSION PREREQUISITE

Clear Mission 0-2.

OBJECTIVES

- Defeat all enemies!
- Vaan must survive.

During the escape from the Glabados Ruins, Vaan unfortunately loses his "wings"—his new airship. Shortly after returning to Rabanastre, he spots a huge, ancient craft in the skies above the city. Vaan's friends Kytes and Filo accompany him as he seeks to discover the ship's identity. The expedition leads them into an encounter with some mighty strange creatures at the city entrance.





LEADER UNIT DEPLOYMENT

MAX UNITS: 3

VAAN* KYTES* FILO*

(* = Mandatory)

UNITS

ALRAUNE

LV. 1

R I
T Melee
N -- W -- R --

SYLPH

LV. 1

R I
T Ranged
N -- W -- R --

GARCHIMACERA

LV. 1

R I
T Flying
N -- W -- R --

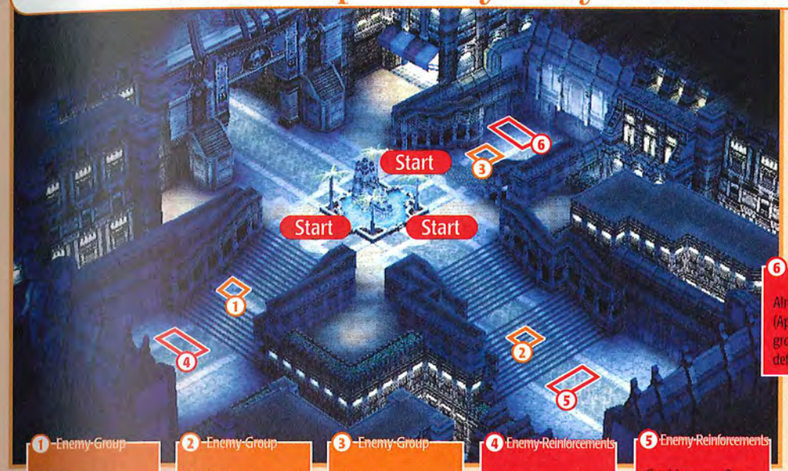
OBTAINABLE ITEMS

Clear Items
None

Other Items Gained
None



Mission Map: The Royal City of Rabanastre



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

1 Enemy Group — Sylph — A

2 Enemy Group — Garchimacera — B

3 Enemy Group — Alraune — C

4 Enemy Reinforcements — Sylph x2 (Appear after enemy groups A, B, and C are defeated) — A

5 Enemy Reinforcements — Garchimacera x2 (Appear after enemy groups A, B, and C are defeated) — B

6 Enemy Reinforcements — Alraune x2 (Appear after enemy groups A, B, and C are defeated) — C

MISSION WALKTHROUGH

This mission illustrates how to create advantageous match-ups in combat by explaining the "Rock, Paper, Scissors" three-way relationship of unit types: Melee is strong versus ranged, ranged is strong versus flying, and flying is strong versus melee. The mission opens with each leader (Vaan, Kytes, and Filo) standing at the top of a separate staircase near a Rabanastre city gate. One enemy unit appears at the bottom of the stairs below each leader.



You can group your team and fight each enemy separately in a 3-vs-1 battle if you want. But the recommended way is to create three one-on-one battles, pitting each leader against the enemy unit that presents the best match-up: Vaan (melee) versus the Sylph (ranged); Kytes (ranged) versus the Garchimacera (flying); and Filo (flying) versus the Alraune (melee). After defeating these first three enemies, two more of each type appear at the same locations. Fight each pair with the Leader that provides the best match-up against their type.

New Abilities Available

After completing Mission 1-1, each leader picks up a new skill. Vaan gains Dual Attack, Kytes gets the Firaga spell, and Filo acquires Sonic Wave.

1-2: The Coveted Derelict

RABANASTRE SOUTHGATE

LEVEL 3

MISSION PREREQUISITE

Clear Mission 1-1.

OBJECTIVES

- Sneak aboard the derelict airship!
- All allies must survive.

Vaan, Kytes, and Filo investigate the status of the mysterious airship, now docked at Rabanastre Southgate. Seeing that thieves have infiltrated the ship, Vaan and crew attempt to sneak inside.

LEADER UNIT DEPLOYMENT

MAX UNITS: 3

VAAN* KYTES* FILO*

(* = Mandatory)

UNITS

ALRAUNE

LV. 1
R I
T Melee
N -- W -- R --

SYLPH

LV. 1
R I
T Ranged
N -- W -- R --

GARCHIMACERA

LV. 1
R I
T Flying
N -- W -- R --

GIZA RABBIT

LV. 2
R I
T Ranged
N W -- R --

OBTAINABLE ITEMS

Clear Items
None

Other Items Gained
None



PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

Mission Map: The Royal City of Rabanastre, Rabanastre Southgate



1 Enemy Reinforcements: Sylph x2 (Appear as you approach this point.) A

2 Enemy Group: Garchimacera x4 A

3 Enemy Group: Alraune x3 B

4 Enemy Group: Alraune x2 C

5 Other Units: Giza Rabbit x2

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

MISSION WALKTHROUGH

Unlike 1-1, you will lose this mission if any of your Leaders fall unconscious. This mission describes how to use abilities; it also introduces Gambits and how to set them. After clearing the last mission, Vaan and his friends gained new abilities. As you approach the airship, follow the on-screen instructions on how to employ these new skills to defeat these enemies.



First, have Vaan use his new Dual Attack ability to dispatch one of the pairs of Sylphs. Next, have Kytes blast the four hovering Garchimaceras with his new Firaga area-attack spell. After that, observe the short tutorial on Gambits, then use Filo's Sonic Wave to KO the two groups of Alraunes. Finally, head for the airship's entrance.

Get the Bunny Cure

The Giza Rabbits in the lower-left of the map are not enemies; in fact, they will heal any friendly unit who gets close to them.

1-3: The Treasure Is The Key

ABOARD THE DERELICT

LEVEL 4

MISSION PREREQUISITE

Clear Mission 1-2.

Moving through the abandoned Derelict, Vaan, Kytes, and Filo reach a deck where a large stone statue sits in a wall alcove. Another mysterious platform lies before it, then hostile creatures start pouring out of it!

OBJECTIVES

- Reach the summoning gate!
- Open the summoning gate!
- Summon three Espers!
- Defeat all enemies!
- All allies must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 3

VAAN* KYTES* FILO*

(* = Mandatory)

OBTAINABLE ITEMS

Clear Items
None

Other Items Gained
None

UNITS

ALRAUNE

LV. 1
R I
T Melee
N -- W -- R --

SYLPH

LV. 1
R I
T Ranged
N -- W -- R --

GARCHIMACERA

LV. 1
R I
T Flying
N -- W -- R --

Mission Map: Aboard The Derelict



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	1

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

MISSION WALKTHROUGH

In this mission, each time you complete one objective, a new one appears. Defeat all of the creatures as a team, with Kytes leading the attack on flying Garchimaceras and with Filo (with her automatic Sonic Wave gambit still active) taking the lead against Alraunes. On the floor platform, either send Vaan after the two Sylphs guarding it or hit them from afar with Kytes's Firaga spell.



Send your units to approach the platform; they automatically surround it and Vaan wields the green stone—the Cache of Glabados—that he swiped from the Glabados Ruins.

This triggers a short lesson on summoning gates: Enemy-controlled gates are red. To capture a summoning gate for your side, send one of your leader units to the gate. With your leader selected, tap directly on the gate. You will see a slider bar appear over the gate; its slider moves left, away from the bar's red side toward its blue side, as your leader prays before the gate. When the slider moves all the way to the blue side, the summoning gate will be "opened."

Faster Gate Capture

Remember, the more leaders who pray before a summoning gate, the faster you will capture it for your side.

From the gate, you can now summon Espers, which are creatures that will fight for your side. Vaan automatically summons one Alraune from the gate. Now you get another lesson, this one on summoning Espers, and another objective: "Summon three Espers!" Now do the following:

1. Touch the blue summoning gate as instructed to access the Summon command.
2. Touch "Summon."
3. Touch the Vaan button to select Vaan's group.
4. Touch one of the Esper buttons to select the type of creature to summon. Try the Alraune button (the leftmost button—the one with an Alraune icon).
5. Touch the Alraune button again to actually summon an Alraune. One is enough here, since Vaan already summoned one.
6. Touch the summoning gate again and select Kytes's group.
7. Select the Sylph Esper button, then touch it twice to summon two Sylphs.



Why those Esper choices? The two Alraune and two Sylph Espers will best counter the enemy reinforcements that immediately appear. Remember the unit type match-ups: melee trumps ranged, while ranged trumps flying. So let Vaan's melee group (Vaan and your two Alraune Espers, all melee units) lead the attack against the three ranged Sylphs. Meanwhile, target the three flying Garchimaceras with Kytes's ranged group (Kytes and your two Sylph Espers, all ranged units).

1-4: Unwelcome Guests

ABOARD THE DERELICT

LEVEL 5

MISSION PREREQUISITE

Clear Mission 1-3.

OBJECTIVES

- Defeat Ba'Gamnan, Bwagi, Rinok, and Gijuk!
- Vaan must survive.

Penelo and Tomaj arrive outside the Derelict and find a fallen guard. Meanwhile Vaan, Kytes, and Filo reach the Derelict's bridge, where the intruders appear. They turn out to be Ba'Gamnan's gang. (If you played the original *Final Fantasy XII*, you will remember Ba'Gamnan as the Bangaa bounty hunter.) Vaan and crew retreat to the lower deck, where they must summon Espers to stand against Ba'Gamnan and his tough, hardened thieves.

LEADER UNIT DEPLOYMENT

MAX UNITS: 3

VAAN* KYTES* FILO*

(* = Mandatory)

UNITS

BA'GAMNAN

LV. 5
R Leader
T Melee
N -- W -- R --

BWAGI

LV. 3
R Leader
T Melee
N -- W -- R --

GIJUK

LV. 3
R Leader
T Ranged
N -- W -- R --

RINOK

LV. 3
R Leader
T Melee
N -- W -- R --

OBTAINABLE ITEMS

Clear Items
None

Other Items Gained
None



PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

Mission Map: The Derelict



1 Enemy Group: Gijuk A
2 Enemy Group: Rinok B
3 Enemy Group: Bwagi C
4 Enemy Group: Ba'Gamnan D

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

MISSION WALKTHROUGH

Once the battle starts, the members of Ba'Gamnan's Bangaa group approach one at a time, roughly 15 seconds apart. Gijuk is a ranged unit and sets up from the south, but the other three are all melee-type units. Your initial Affinity is limited, so as the mission starts, summon one flying Garchimacera, which is strong against melee units. Next, draw a selection box around all of your allies and fight each Bangaa with your entire force as he/she approaches, defeating them one by one. When one Bangaa falls, move to the next target.







Keep calling new Garchimaceras from the summoning gate as your Esper allies fall. Ba'Gamnan comes last, and he's the toughest. If Vaan is low on health, pull him back behind the others and keep summoning new Espers! When the last foe drops, Bwagi, Rinok, and Gijuk flee, leaving their unconscious leader Ba'Gamnan behind. And then the great Derelict awakens…

Set Up by the Gate

Draw enemies closer to the summoning gate so that when you summon new Esper reinforcements, they can get in the fight quickly.

2 DISTANT SKIES

THE SKY CONTINENT OF LEMURÉS

GAME FLOW

In this chapter, you gain three new allies: Penelo, Llyud, and—believe it or not—Ba'Gamnan…sort of. (The Bangaa has been abandoned by his "loyal" gang, but he's not exactly a willing ally.) After clearing Mission 2-2, you'll obtain the **Ring of Pacts**, which enables you to form contracts called "Pacts" with new Espers.

CHITCHAT (BRIDGE)
- Talk to Filo
  IN: Penelo

MAIN MISSION (THE BOSCO PAMPA)
- 2-1: The Winged
  IN: Llyud
  MB01: Monster Melee

MAIN MISSION: FANE OF GUCUMA QUL
- 2-2: Auracite and the Yarhi

MAIN MISSION: FANE OF GUCUMA QUL
- 2-3: Reinforcements
  IN: Ba'Gamnan

MAIN MISSION: FANE OF GUCUMA QUL
- 2-4: 'Neath Darkened Wings
  MB02: Monster Melee
  MB03: Sky Pirate Melee
  MB04: Summoning Melee

PART 1: World Guide
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CHITCHAT: GET TO THE BOSCO PAMPA

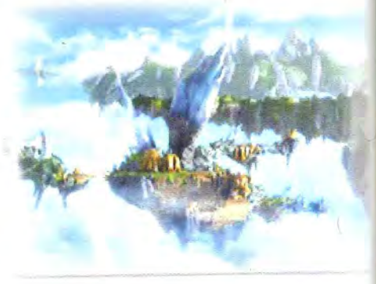
As Chapter 2 begins, you get to name your new airship! After a brief lesson on "Talking and Shopping", take a moment to move about the bridge. During the game, you will often return to the airship's bridge. These interludes are called "Chitchat mode" and they can provide very valuable information.

Talk to everyone on the lower part of the bridge. Note in particular that Tomaj suggests that you gather raw materials wherever you go and bring them to him for creating useful items—new weapons, new equipment, and more.



Go upstairs to the helm and talk to Filo two times. After the second time, choose "Let's get going!" to bring up the World Map, where you can select your travel destination. View the lesson on "Navigating the World Map," then steer your ship to the Land Icon, the downward arrow indicating a landing spot on Zephyr, the Windward Isles.







Upon arriving, and before you exit the ship, Penelo mentions something about the logs that your team will keep. On the Island, walk up to the red Mission Flag marking the mission in the Bosco Pampa. Click on "Bosco Pampa" to enter that land.

Follow That Flag

Red flags on the map, called Mission Flags, mark important locations that trigger Story Missions (missions that advance the game's central story).

2-1: The Winged

ZEPHYR, THE WINDWARD ISLES

LEVEL 5

MISSION PREREQUISITE

Clear Mission 1-4.

OBJECTIVES

- Save the wounded warrior.
- Save Llyud's companion.
- At least one ally must survive.

OBTAINABLE ITEMS

Clear Items
Starter Manual, Sprint Shoes
Other Items Gained
None

The airship has taken Vaan and his friends to the legendary Sky Continent of Lemurés comprised of floating islands in the sky. There, they discover a "treasure" (a musty old book) and a trio of Antlion monsters attacking a winged warrior.



LEADER UNIT DEPLOYMENT

MAX UNITS: 4

VAAN* PENELO* KYTES* FILO*

(* = Mandatory)

UNITS

QUETZALCOATL — LV. 5
R I
T Ranged
N ⚡ W ● R ⚡

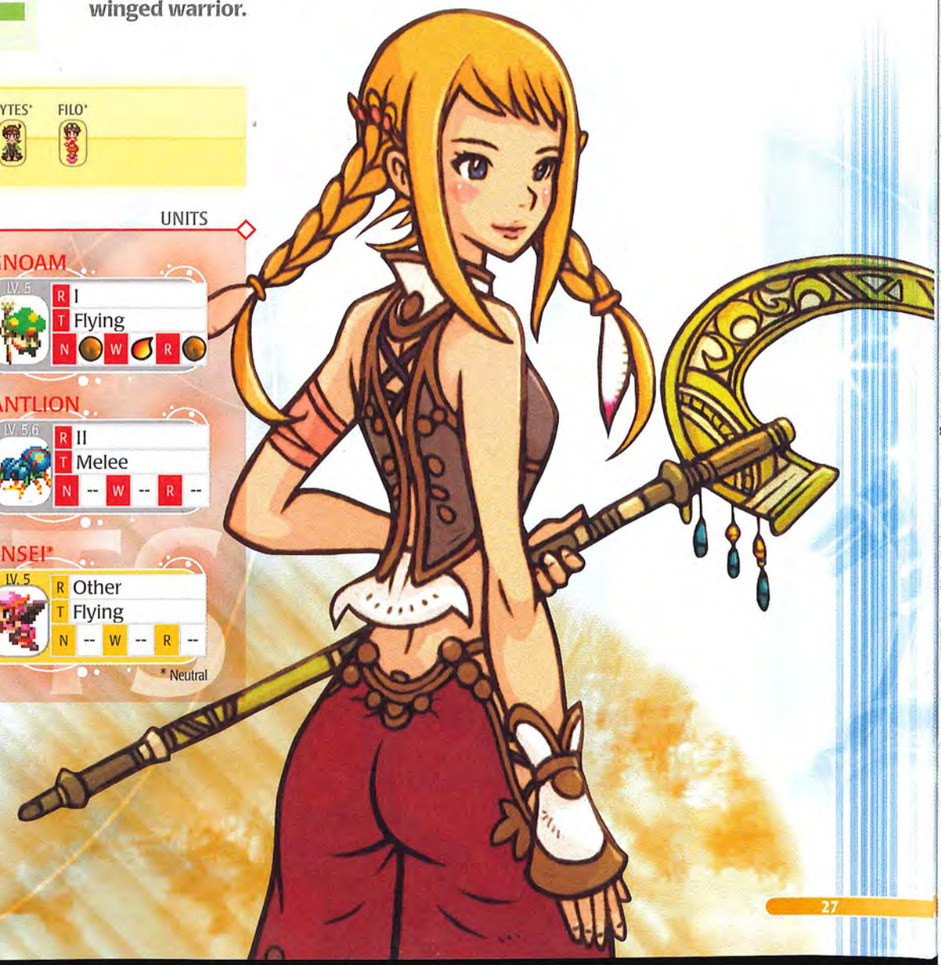
GNOAM — LV. 5
R I
T Flying
N ● W 🔥 R ●

STORM WOLF — LV. 5
R II
T Melee
N ⚡ W ● R ⚡

ANTLION — LV. 5, 6
R II
T Melee
N -- W -- R --

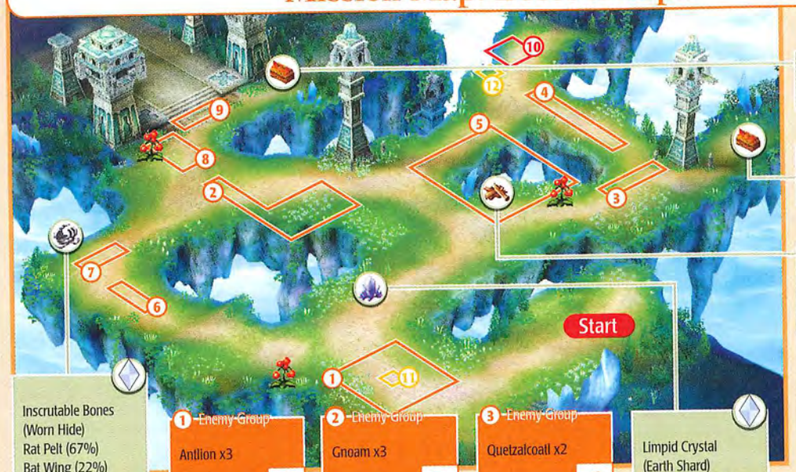
WOUNDED WARRIOR* — LV. 6
R Other
T Flying
N -- W -- R --
* Neutral

ANSEL* — LV. 5
R Other
T Flying
N -- W -- R --
* Neutral



2-2
Auracite and the Yarhi

Mission Map: Bosco Pampa



Inscrutable Bones (Worn Hide)
Rat Pelt (67%)
Bat Wing (22%)
Insect Husk (11%)

Limpid Crystal (Earth Shard)
Earth Stone (67%)
Earth Magicite (22%)
Earth Crystal (10%)
Earth Gem (1%)

Mythril Vest

Gaia Rod

Virgin Timber (Fine-grained Wood)
Cherrywood Chips (67%)
Cherrywood Stick (22%)
Cherrywood Log (11%)

Foraging Item: Damson

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
3	3	2

A — 1 Enemy Group: Antlion x3
B — 2 Enemy Group: Gnoam x3
C — 3 Enemy Group: Quetzalcoatl x2
D — 4 Enemy Group: Quetzalcoatl x2
E — 5 Enemy Group: Gnoam x3
F — 6 Enemy Group: Storm Wolf x2
G — 7 Enemy Group: Storm Wolf x2
H — 8 Enemy Group: Storm Wolf x3
I — 9 Enemy Group: Quetzalcoatl x2
A — 10 Enemy Reinforcements: Antlion x3 — Appears after you befriend Llyud.
11 Other Units: Wounded Warrior — Joins your group after you defeat the three Antlions.
12 Other Units: Ansei — Appears after Llyud joins the group.

MISSION WALKTHROUGH

More enemies prowl through this area than you've faced before, plus there are no summoning gates, so you can't call new Espers. Thus, it's important to keep the Espers you start with alive. After defeating one group of enemies, make use of Penelo's Curaga or visit Foraging Points to heal your characters up to full HP before moving on to the next battle.

The Winged Warrior (Llyud) lies to the lower-left of your start point, with three Antlions surrounding him. Defeat all three monsters to fulfill the first objective. A brief lesson on "Recovering Hit Points (HP)" describes the task of consuming the healing berries you find at Foraging Points, then Vaan helps Llyud do this at a nearby Damson berry bush. After a conversation with the aegyl (a race that resembles winged humes), you see another aegyl, his companion, being attacked by Antlions in the northeast corner of the map.



Llyud now joins your party. Your urge will be to rush directly to his companion's rescue—and of course that's an excellent instinct. But if you defeat the three Antlions around the companion and then approach her, you clear the mission—and you don't want to do that just yet. Move around the island a bit first, gathering items from treasure chests and Material Nodes.

It Takes Time

It takes several seconds to scavenge each item from a Material Node, so clear the immediate area of monsters first so they don't interrupt the process.

The first Material Node is the Limpid Crystal formation to the northeast of your crew. Select any of your leaders (or all of them, it doesn't matter) and click on the node. You get a quick lesson on "Material Nodes" first, then scavenge its raw Earth-based materials.

Continue to two more chests (holding a **Mythril Vest** and a **Gaia Rod**) and two more nodes (**Inscrutable Bones** and **Virgin Timber**), defeating enemies, healing at Foraging Points (or via Penelo's Cure or Curaga spells), and gathering everything you find. After doing all this, rescue the female aegyl, Ansei, to complete the mission.

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

Afterwards, Llyud tells the group that a barrier that once protected Lemurés was recently shattered—perhaps by the explosion of the Suncryst. Now throngs of sky pirates from the "underworld" (the world below the Sky Continent) are invading, wreaking havoc on the land and driving the "Yarhi" into a frenzy.

ISLAND MAP

When you return to the island map, you can revisit the Bosco Pampa and fight the game's first Melee Battle (entitled "Monster Melee") against the area's monsters. Go ahead and do this to hone your fighting skills and read the lesson on "Preparing for Battle," which introduces the battle party screen. Or, you can proceed to the Fane of Gucuma Qul to continue the main story.

Post 2-1: Read the Reports

After completing the first mission at Sky Continent Lemurés, you can also return to the airship bridge to read the Reports. Reports include the Mission List, the Recipe Library, the Folio, and the Log Entries. New entries will appear in these reports as you clear missions and gain new recipe books, so check it regularly.



2-2: Auracite and the Yarhi

FANE OF GUCUMA QUL

LEVEL 7

MISSION PREREQUISITE

Clear Mission 2-1.

OBJECTIVES

- Defeat all enemy leaders.
- At least one ally must survive.

Always Gear Up

Don't forget to equip your characters with new weapons and armor in the preparation screen before entering battle.

OBTAINABLE ITEMS

Clear Items
200 Gil, Incanter's Pouch, Auracite x3
Other Items Gained
Ring of Pacts

Llyud has reported that sky pirate invaders have occupied a nearby temple, the Fane of Gucuma Qul. Vaan and his friends set out to confront them. This takes them into the massive Fane, where they learn that their enemies have Espers too—the "Yarhi" that Llyud spoke of earlier—given form by the power of auracite.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN* PENELO* KYTES* FILO* LLYUD*

(* = Mandatory)

UNITS

BURLY THUG — LV. 7 — R Leader — T Melee — N -- W -- R --

MARAUDING SKY PIRATE — LV. 7 — R Leader — T Melee — N -- W -- R --

VENERER EMERITUS — LV. 7 — R Leader — T Ranged — N -- W -- R --

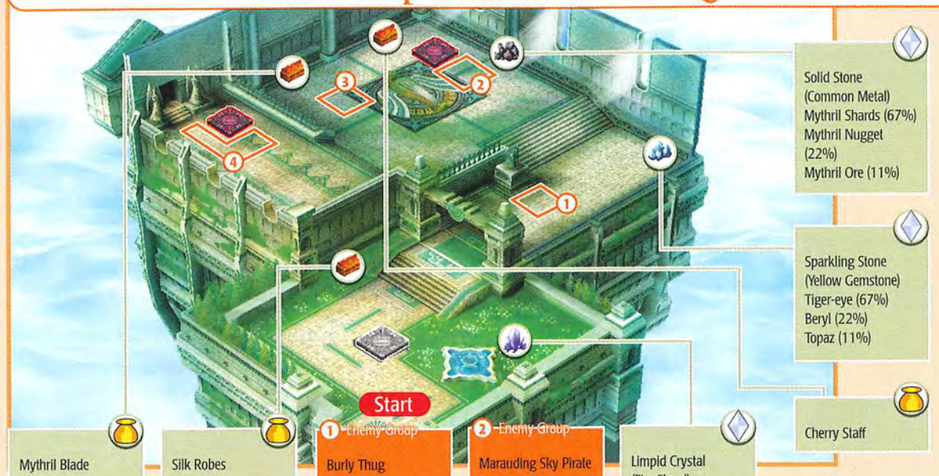
POOF THE MOOGLE — LV. 7 — R Leader — T Ranged — N W -- R --

QUETZALCOATL — LV. 7 — R I — T Ranged — N ⚡ W ● R ⚡

REMORA — LV. 7 — R I — T Melee — N ⚡ W ● R ⚡

RAMIH — LV. 7 — R I — T Flying — N ⚡ W 💧 R ⚡

Mission Map: Fane of Gucuma Qul



MAP DATA

Summoning Gates	
Ally	0
Neutral	1
Enemy	2

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
3	0	3

MISSION WALKTHROUGH

Four enemy leaders lurk inside the Fane. Open the nearby neutral summoning gate (the one Llyud points out), summon Espers, and defeat the enemies directly in front of your party as you proceed deeper. Enemies can summon unlimited numbers of their own Espers from their summoning gates; capture their gates as soon as possible to tilt the numbers in your favor.



Keep Flyers Out of Missile Range

When groups of enemy ranged units appear, immediately pull back your flying units (especially leaders like Filo and Llyud) out of range. Then send your melee units (Vaan and Alraune Espers) in first with your ranged units in support.

Against the first two enemy groups, you can gather all of your allies into a single force to fight. However, the last two enemy groups are all ranged units; each is a squad of Quetzalcoatls, the first led by Venerer Emeritus and the second by Poof the Moogle (see groups C and D on the map). Keep Filo and Llyud safely away from both of these fights! Summon plenty of melee-type Alraunes into Vaan's group to defeat the ranged enemies.

Affinity from Gates

Your Affinity increases as you capture more summoning gates, so capture those gates to summon more Espers to your side.

After the mission ends, the party learns that the stone from the Cache of Glabados is actually a piece of auracite, the substance that summons Espers from the realm of illusion, although Llyud senses even greater power in the Glabados stone. Llyud gives Vaan the **Ring of Pacts** to allow the summoning of new Espers (or Yarhi, as the aegyl call them).

ESPER TROUPES AND THE RING OF PACTS

Explore these new topics in the Menu list and view the lessons on each. Learn how to use the Ring of Pacts to enlist new Espers, then learn how to put Espers into "Troupes" to make them available from summoning gates.

Regardless of how many Espers you've enlisted via the Ring of Pacts, you can only summon from one Troupe of five Espers in each mission. This Troupe can—and should—be modified at the beginning of each new mission. Obviously, you want to fill your Troupe with Espers that match up best with the enemy unit types that lie ahead in the next mission.

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2-3: Reinforcements

WAY TO THE AURACITE

LEVEL 8

MISSION PREREQUISITE

Clear Mission 2-2.

OBJECTIVES

- Find the auracite chamber.
- Defeat Titan.
- At least one ally must survive.

Now the intentions of the sky pirate intruders become clear: They seek auracite to gain great power. The red entrance door is locked, but opens when Filo presses a nearby red switch, thus providing a clue to what lies ahead. In this mission, Vaan and crew must work their way through color-coded doors into the deepest chamber of the shrine, where the enemy sky pirate leader waits.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN* PENELO* KYTES* FILO* LLYUD*

(* = Mandatory)

UNITS

JAUNTY SKY PIRATE — LV. 8 — R Leader; T Melee; N -- W -- R --

WELL-BRED SKY PIRATE — LV. 7 — R Leader; T Ranged; N [Fire] W -- R --

STUBBORN SKY PIRATE — LV. 7 — R Leader; T Ranged; N W -- R --

ALRAUNE — LV. 7 — R I; T Melee; N -- W -- R --

RAMIH — LV. 7 — R I; T Flying; N [Lightning] W [Water] R [Lightning]

WHITE HARE — LV. 7 — R I; T Ranged; N [Ice] W -- R --

SAGITTARIUS — LV. 8 — R II; T Ranged; N [Lightning] W [Earth] R [Lightning]

TITAN — LV. 10 — R III; T Melee; N [Earth] W [Fire] R [Earth]

BA'GAMNAN — LV. 10 — R Guest; T Melee; N -- W -- R --

* Neutral

OBTAINABLE ITEMS

Clear Items
600 Gil, Silver Earrings, Auracite x2
Other Items Gained
None

Mission Map: Way to the Auracite



Storm Lance

6 Enemy Group: Sagittarius x4 — F

5 Enemy Group: Jaunty Sky Pirate, White Hare x2 — E

4 Enemy Group: Alraune x3 — D

3 Enemy Group: Alraune x2 — C

Kenpogi

Mythril Cutter

1 Enemy Group: Ramih x3 — A

2 Enemy Group: Well-bred Sky Pirate, Sagittarius x2 — B

Kilimweave Shirt

7 Enemy Group: Sagittarius x4 — G

8 Enemy Group: Stubborn Sky Pirate, Ramih x2 — H

9 Enemy Group: Alraune x2 — I

10 Enemy Reinforcements: (Appears when you open the treasure chest in the room.) Alraune x3

11 Enemy Reinforcements: (Appears when you open the treasure chest in the room.) Alraune x3

12 Enemy Reinforcements: (Appears when you press the White Switch.) Titan

13 Other Units: (Appears after Titan's HP is reduced to half.) Ba'Gamnan

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

♦	FP	Gil
0	4	4

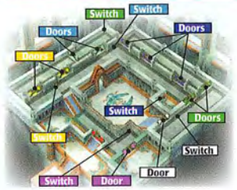
Foraging Item: Gucuma Manna

MISSION WALKTHROUGH

The first goal is to head toward the central courtyard, fighting pirate-led groups of foes, nabbing items from treasure chests, and replenishing HP at the four Gucuma Manna Foraging Points. Several locked, color-coded doors block the path. To open each door, one of your leaders (no Espers!) must press the switch of the corresponding color. The matching door/switch locations are illustrated in this section.

CHEST GUARDS

Watch out for enemies that appear when you open the treasure chests that contain the Kenpogi and the Kilimweave Shirt!



This screenshot illustrates the location of all color-coded locked doors and their corresponding switches.

The first hallway is guarded by some flying Ramihs. Nail them with Kytes and his Sylphs, then send your entire force down the corridor southeast to the purple door; its corresponding switch is just down the hall. Open it and enter to find the first Gucuma Manna Foraging Point and a treasure chest. Send your flying units only into the room to open the chest (**Kilimweave Shirt**). After opening it, three melee-type Alraunes suddenly zap into the room. Use your flyers to dispose of them.



The White Switch & Titan

By pressing the white switch, all of your leaders' HP is restored, your Espers are dismissed, and you end up in the fight with Titan.

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2-4
'Neath Darkened Wings

Continue to traverse through the corridors. The next enemy group at the top of the staircase is all ranged units, so send Vaan and your Alraunes to counter them. Refer to the map to see which enemy type lies ahead in each new area, then send the appropriate counter unit to lead the attack.

After pressing the white switch at the center of the Fane, Titan appears in the central courtyard and you get a new objective: Defeat Titan! You must fight this beast with just your five Leaders.

Titan targets the first unit who attacks him, so send one unit after him first. While that character is running away, send your other characters in to attack him. When Titan's HP reaches the halfway point, Ba'Gamnan appears as a guest character. Now attack Titan with all your units at once.



2-4: 'Neath Darkened Wings

DAIS OF THE AURACITE

LEVEL 10

MISSION PREREQUISITE

Clear Mission 2-3.

OBJECTIVES

- Destroy the enemy Soul Crystal.
- Your Soul Crystal must survive.

A gang of sky pirates has penetrated the Fane's inner sanctum and stand at the altar where the auracite rests. To prevent the powerful substance from falling into their hands, Vaan and his friends must fight up the shrine's five levels, capturing summoning gates and calling upon Espers. The goal: Defeat the thieves and destroy their red Soul Crystal to keep KO'd enemy leaders from endlessly returning to battle.

LEADER UNIT DEPLOYMENT (MAX UNITS: 5)

VAAN* PENELO* KYTES* FILO^X LLYUD^X BA'GAMNAN

(* = Mandatory) (^X = Recommended)

UNITS

TOGI, TREASURE HUNTER — LV. 10 — R Leader; T Melee; N -- W -- R --

CLAN MARSHAL — LV. 9 — R Leader; T Melee; N -- W -- R --

CLAN CLERIC — LV. 9 — R Leader; T Ranged; N W -- R --

CLAN ARCHIMAGUS — LV. 9 — R Leader; T Ranged; N W -- R --

REMORA — LV. 9 — R I; T Melee; N W R

WHITE HARE — LV. 9 — R I; T Ranged; N W -- R --

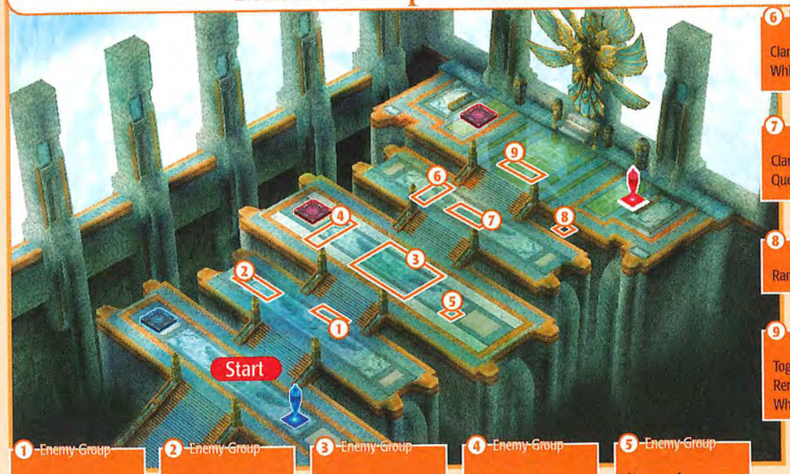
QUETZALCOATL — LV. 9 — R I; T Ranged; N W R

ATOMOS — LV. 10 — R II; T Flying; N W R R

OBTAINABLE ITEMS

Clear Items
1350 Gil, Argyle Bracelet, Auracite x2
Other Items Gained
None

Mission Map: Dais of the Auracite



1 Enemy Group
Quetzalcoatl x2
A

2 Enemy Group
Quetzalcoatl x2
B

3 Enemy Group
Remora x6
C

4 Enemy Group
Clan Marshal
Remora x3
D

5 Enemy Group
Atomos x4
E

6 Enemy Group
Clan Cleric
White Hare x3
F

7 Enemy Group
Clan Archimagus
Quetzalcoatl x3
G

8 Enemy Group
Ramih x3
H

9 Enemy Group
Togi, Treasure Hunter
Remora x4
White Hare x3
I

MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	2

Soul Crystals	
Ally	1
Enemy	1

	FP	
0	0	0

In addition to the enemies listed here, Remoras, White Hares, Quetzalcoatls and Atomoses will appear from the enemy summoning gates and reinforce enemy groups.

MISSION WALKTHROUGH

Now that Ba'Gamnan is in your party, you have six leaders from which to choose, meaning that you can decide who you want to deploy while you're making battle preparations. Since you want to summon a lot of flying units and create a separate flying group for this mission, it's best to deploy both Filo and Llyud. Your ground team faces many ranged units on its route, so add one melee leader (Vaan or Ba'Gamnan). It also helps to have a ranged group led by Kytes to take on flying Atomos squads. And, of course, you need Penelo and her White Hare healers.



WHAT ARE SOUL CRYSTALS?

Soul Crystals allow KO'd Leaders to regain consciousness after a certain period of time, meaning that even if you defeat an enemy Leader, he returns to battle shortly. In missions with an enemy Soul Crystal, it's important to take it out as quickly as possible.

FLANK THE ENEMY WITH FLYERS

The enemy Soul Crystal is in the upper right-hand corner of the map. To get there, you must fight past many enemies deployed on five ascending tiers connected by central staircases. These foes are constantly replenished by Espers from two summoning gates, plus their leaders keep returning via the red Soul Crystal. (Fortunately, your leaders get the same benefit from your blue Soul Crystal.)

Fortify the Forces

After defeating enemy group D, open the enemy summoning gate and fortify your assault team with more flying Espers.

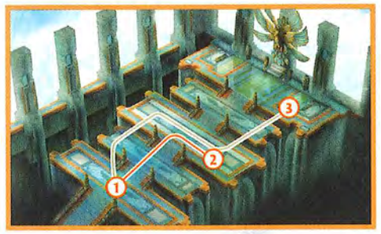
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2-4 'Neath Darkened Wings

However, flying units can reach the enemy Soul Crystal on the top tier without using the stairs. This lets you send a flying-only force around the right flank, moving up the map's right edge. This group faces far fewer foes on this route. As your flyers make their move to the Soul Crystal, have your ground forces focus on capturing the summoning gate on the far end of the middle tier. Doing this lets you summon even more flying units for Filo and Llyud, making their crystal assault unstoppable.



RECOMMENDED ROUTE



1. Summon as many flying Espers as possible into Filo and Llyud's teams, then send them along the green route. Send the rest of your team along the red route, defeating enemies along the way.
2. Keep your two teams (ground and air) together until you defeat the Atomos squad, led by your ranged units. Next, heal your flyers and send them toward the Soul Crystal.
3. After your flyers fight through a second Atomos squad (see enemy group H on the mission map), focus their attacks on the enemy Soul Crystal.

When the mission ends, Vaan interrogates the sky pirates at the shrine's altar and learns about the shady character they work for, known only as "the Judge of Wings," and about her nefarious plans. You also hear of a great auracite crystal known as an auralith.



When Togi escapes, the party automatically returns to the ship's bridge, where Llyud the Aegyl tells what he knows of these mysterious and powerful auralith crystals and of the legend of Feolthanos the Eternal.

Level Up in the Fane

Before you leave Zephyr, the Windward Isles, take a moment to try the three Melee Battles at the Fane of Gucumu Qui: Monster Melee, Sky Pirate Melee, and Summoning Melee.

These side battles not only sharpen your skills but, more importantly, provide opportunities to level up your leaders. Try to level up most of your characters to Level 11 by the start of Chapter 3.



3 WHAT GOES UP…

TORMELADOS, ISLE OF THE MEGALITH

GAME FLOW OVERVIEW

This chapter features five primary Story Missions, some new Melee Battles, and the first batch of side missions available via Tomaj's notice board.

When you successfully complete these side battles and missions you earn EXP toward leveling up your characters—always a good thing to do. You also obtain auracite and/or other useful items…and you need plenty of auracite for making new Pacts with higher ranked Espers, as the enemies you face are getting tougher every mission.

WORLD MAP (THE SKY CONTINENT OF LEMURÉS)
- Land at Tormelados, Isle of the Megalith
  - T46: Bug Hunt
  - T47: Maleficent Mayhem
  - T48: Once Bitten, Twice Shy
  - T49: The Scofflaw

STORY MISSION (THE KISNE RISE)
- 3-1: Savagery
  - MB05: Monster Melee

STORY MISSION (FANE OF TEHP QUL)
- 3-2: Rendezvous Round Back

STORY MISSION (FANE OF TEHP QUL)
- 3-3: The Crystal's Cry

STORY MISSION: (FANE OF TEHP QUL)
- 3-4: Judge of Wings

STORY MISSION: (FANE OF TEHP QUL)
- 3-5: Backstabbing Bangaa

CHAPTER 3 CLEAR
- T50: Baubles and Banditry
- T51: Easier Said Than Done
- T52: Harmony in Discord
- T53: The Trodden Past
- MB06: Summoning Melee
- MB07: Summoning Melee
- MB08: Monster Melee

CHITCHAT (BRIDGE)
- Talk to Filo

So look for Melee Battles and check out every new expedition or hunt that appears on Tomaj's notice board. Some will be too hard to attempt right away; you'll have to level up a few more times and make Pacts with stronger Espers first. But many can be undertaken immediately. Go for it!

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WORLD MAP/CHITCHAT



Fly your airship to "Tormelados, Isle of the Megalith" and tap the Land Icon to dock at the new island. This triggers a brief dialogue on the bridge. Tomaj announces he's putting up a notice board where he'll post anything he hears about sky pirate activity. Afterwards, the team automatically disembarks onto the island. Head for the red Mission Flag planted at The Kisne Rise.

Beef Up on Side Missions

Check Tomaj's board whenever you return to the ship's bridge. He posts side missions or "hunts" that you can undertake to gain EXP and pick up valuable items and materials. You can also access the board by tapping the "Tomaj" button in the lower-right corner on the World Map. You will gradually unlock more of Tomaj's hunts as you proceed through the game.

As Chapter 3 begins, three of Tomaj's hunts are available: Bug Hunt; Once Bitten, Twice Shy; and Maleficent Mayhem. All are winnable with Level 10 or 11 leaders. After completing all three, "The Scofflaw" is unlocked. You may want to wait until later in Chapter 3 to try this one, after you level up your characters a bit more.



3-1: Savagery

THE KISNE RISE

LEVEL 11

MISSION PREREQUISITE

Clear Mission 2-4.

OBJECTIVES

- Defeat all enemy leaders.
- All aegyl must survive.
- At least one ally must survive.

Vaan's party has landed on Tormelados, seeking to protect the auralith enshrined in the island's fane from the Judge of Wings—the mysterious figure who appears to be leading the sky pirates. After arriving at the Kisne Rise, pirates are attacking the aegyl inhabitants. The goal is to help the winged victims escape the island and halt the sky pirate surge by KO'ing its leaders.

LEADER UNIT DEPLOYMENT (MAX UNITS: 5)

VAAN PENELO KYTES FILO LLYUD BA'GAMNAN

3-1 Savagery

UNITS

BARBAROUS SKY PIRATE — LV. 11 — R Leader; T Melee; N -- W -- R --

HEARTLESS HUNTRESS — LV. 11 — R Leader; T Ranged; N -- W -- R --

SADISTIC MONK — LV. 10 — R Leader; T Melee; N -- W -- R --

PETTY SKY PIRATE — LV. 10 — R Leader; T Melee; N -- W -- R --

GOBLIN — LV. 10 — R I; T Melee; N W R

CACTOID — LV. 10 — R I; T Ranged; N W R

GARCHIMACERA — LV. 10 — R I; T Flying; N -- W -- R --

ATOMOS — LV. 11 — R II; T Flying; N W R

SAGITTARIUS — LV. 11 — R II; T Ranged; N W R

DONGA THE TARDY — LV. 11 — R Leader; T Ranged; N -- W -- R --

FLEEING AEGYL* — LV. 9 — R Other; T Flying; N -- W -- R --

* Neutral

TERRIFIED AEGYL* — LV. 10 — R II; T Flying; N -- W -- R --

* Neutral

AEGYL BRAVE* — LV. 11 — R Other; T Flying; N -- W -- R --

* Neutral

AEGYL WARRIOR* — LV. 11 — R Other; T Flying; N -- W -- R --

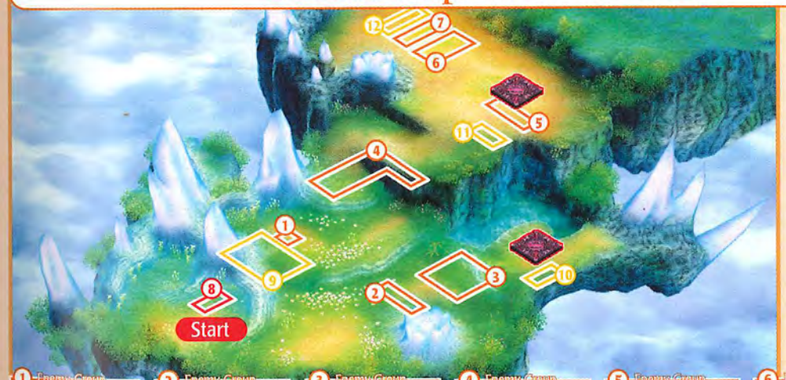
* Neutral

OBTAINABLE ITEMS

Clear Items
1300 Gil, Artificer's Handbook, Auracite

Other Items Gained
None

Mission Map: The Kisne Rise



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	2

Soul Crystals	
Ally	N/A
Enemy	N/A

◇	FP	👝
0	0	0

1 Enemy Group: Petty Sky Pirate — A
2 Enemy Group: Goblin x4 — B
3 Enemy Group: Sadistic Monk, Goblin x4, Cactoid x3 — C
4 Enemy Group: Heartless Huntress, Cactoid x8 — D
5 Enemy Group: Cactoid x2 — E
6 Enemy Group: Atomos x4 — F
7 Enemy Group: Goblin x6, Cactoid x4, Barbarous Sky Pirate — G
8 Enemy Reinforcements (Arrives when you approach Aegyl Brave.): Donga the Tardy, Sagittarius x4 — A
9 Other Units: Fleeing Aegyl
10 Other Units: Terrified Aegyl
11 Other Units: Aegyl Brave
12 Other Units: Aegyl Warrior

In addition to the units listed here, Goblins, Cactoids, Garchimaceras and Atomoses will appear from the enemy summoning gates.

MISSION WALKTHROUGH

The primary task is to help each of the four aegyl escape the island. As you reach each one, the beleaguered aegyl starts heading back to your start point down in the lower-left corner of the map. If the aegyl arrives intact, he/she disappears safely from the field.



The first victim, Fleeing Aegyl, is being attacked by Petty Sky Pirate. But don't worry, as the other three aegyl on the map won't suffer attacks until you reach them. Enemies start to chase and target each escaping aegyl the moment they begin to flee, however, so make sure their route to the start point is clear. If enemies lurk along that route, make sure the escaping aegyl is protected by escort units.

Along the way, take out enemy leaders and open both summoning gates to stop the flow of hostile Espers and gain your own. Note that enemy group D posted up on the low ridge consists of eight ranged Cactoids led by the bow-firing Heartless Huntress, so keep your flying units back! Let your melee units lead the charge up the hill into the missile barrage.



Counter Spawn for Aegyl Brave

Enemy reinforcements A, a quartet of ranged Sagittariuses led by a ranged leader, Donga the Tardy (Get it? He arrives late.) will spawn near the start point the moment you reach Aegyl Brave. These foes are deadly versus the flying aegyl. So before you approach Aegyl Brave, send a squad of melee units back to the start point, then trigger the enemy appearance. Wipe out Donga and the Sagittariuses before Aegyl Brave even gets close.

RECOMMENDED ROUTE



1. Defeat enemy group A.
2. Defeat enemy group C and open the summoning gate.
3. Defeat enemy group D, then send melee units back to the start point (at 5).
4. Approach Aegyl Brave.
5. Defeat enemy reinforcements A with your melee squad.
6. Defeat enemy group G.

Post 3-1: Shop at Tomaj's

After completing this mission, Tomaj opens his store on the airship's bridge. Talk to Tomaj to buy or sell weapons, armor, and accessories. If you can, buy the Winged Boots for Vaan before you start Mission 3-2.

3-2: Rendezvous Round Back

FANE OF TEHP QUL

LEVEL 12

MISSION PREREQUISITE
Clear Mission 3-1.

OBJECTIVES
- Sneak into the temple.
- Vaan must survive.

Here's an interesting solo stealth mission. The auralith lies in the Fane of Tehp Qul, the central shrine on the Isle of the Megalith, but tough sky pirates patrol the shrine's entrance. The summoning gates are blocked too, so no Espers are available. Llyud reports on a secret back entrance, but someone must throw a switch inside the temple that opens it. That someone, of course, is Vaan. To reach the switch, Vaan alone must creep past nine pirate lookouts and sneak into the temple.

LEADER UNIT DEPLOYMENT
VAAN*
MAX UNITS: 1
(* = Mandatory)

UNITS

SHARP-NOSED MAULER — LV. 10 — R Leader / T Melee — N ⚡ W -- R --

DUTIFUL LOOKOUT — LV. 10 — R Leader / T Melee — N ⚡ W -- R --

DAYDREAMING SKY PIRATE — LV. 15 — R Leader / T Ranged — N 🔥 W 💧 R 🔥

FAITHFUL WARRIOR — LV. 15 — R Leader / T Melee — N ⚡ W -- R --

EXPECTANT ARCHER — LV. 15 — R Leader / T Ranged — N 🔥 W 💧 R 🔥

NAIVE SKY PIRATE — LV. 12 — R Leader / T Melee — N ⚡ W -- R --

PATROLLING SKY PIRATE — LV. 14 — R Leader / T Ranged — N 🔥 W 💧 R 🔥

BELLICOSE SKY PIRATE — LV. 14 — R Leader / T Ranged — N 🔥 W 💧 R 🔥

EXACTING LOOKOUT — LV. 14 — R Leader / T Ranged — N 🔥 W 💧 R 🔥

OBTAINABLE ITEMS

Clear Items
None
Other Items Gained
None

3-3: The Crystal's Cry

AURALITH'S CRADLE

LEVEL 14

MISSION PREREQUISITE

Clear Mission 3-2.

OBJECTIVES

- Defeat all enemy leaders.
- At least one ally must survive.

Get Prepped!

If you deploy only one flying leader, choose Llyud because of his Revive skill. Also, use the Ring of Pacts for new Espers, especially those of Fire nature. It's nice to have Lamia, Wyvern, and Balasa Espers available in your Esper Troupe.



Vaan and his party sneak into the Fane and penetrate its inner chambers, eventually reaching the auralith. However, the sky pirates have installed something at its base—a strange device that is destroying the great crystal.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BA'GAMNAN

UNITS

GINNEO THE OBEISANT — LV. 15
R Leader
T Melee
N -- W -- R --

REGRETFUL TIME MAGE — LV. 13
R Leader
T Ranged
N W -- R --

SPOONY SKY PIRATE — LV. 13
R Leader
T Ranged
N W -- R --

UNSCRUPULOUS MECHANIST — LV. 13
R Leader
T Ranged
N W -- R --

ALRAUNE — LV. 13
R I
T Melee
N -- W -- R --

GNOAM — LV. 13
R I
T Flying
N W R

CU SITH — LV. 14
R II
T Ranged
N W R

ATOMOS — LV. 14
R II
T Flying
N W R

CARBUNCLE — LV. 14
R II
T Ranged
N W -- R --

OBTAINABLE ITEMS

Clear Items
1500 Gil, Mythril Staff, Auracite x2
Other Items Gained
None

Mission Map: Fane of Tehp Qul, Garden of the Unmantled Sun



1 Enemy Group: Sharp-nosed Mauler — A
2 Enemy Group: Dutiful Lookout — B
3 Enemy Group: Daydreaming Sky Pirate — C
4 Enemy Group: Faithful Warrior — D
5 Enemy Group: Expectant Archer — E
6 Enemy Group: Naive Sky Pirate — F
7 Enemy Group: Patrolling Sky Pirate — G
8 Enemy Group: Bellicose Sky Pirate — H
9 Enemy Group: Exacting Lookout — I

MAP DATA

Summoning Gates	
Ally	0
Neutral	1
Enemy	2

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	1	3

Foraging Item: Goblinberries

MISSION WALKTHROUGH

Yes, Vaan must sneak alone to the Fane entrance—no allies, no Espers, and nine tough enemies on the field. If you try to fight them one-on-one, you will slowly run out of HP, so try to move around without being seen. Enemies will spot Vaan if he gets too close, so wait for the pirate to move far away. Take your time and study their patrolling patterns on the upper map before making your move, then give each sky pirate a wide berth as you move past.



Don the Boots

The Daydreaming Sky Pirate and the Expectant Archer will use their Shadowbind skill to Immobilize Vaan. Keep away from them at all costs. Or better yet, play side missions to earn enough gil to buy the Winged Boots (which grant immunity to Immobilize) and equip them on Vaan before the mission starts.



Take the path shown on the Recommended Route map (again, moving only when no enemies are nearby) and you can open all the treasure chests without being spotted by any group except the Bellicose Sky Pirate. If an enemy spots Vaan, use his Sprint skill to raise his movement speed. Try to grab as much treasure as possible even while running from your pursuers. You're home free as soon as you reach the top of the stairs.

RECOMMENDED ROUTE

Ignore the Bellicose Sky Pirate here. Use Sprint to hustle to the Fane entrance.



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Mission Map: Fane of Tehp Qul, Auralith's Cradle



MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	2

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

In addition to the starting units listed here, Alraunes, Gnoams, Cu Siths, Atomoses and Carbuncles will appear from the enemy summoning gate.

1 Enemy Group — Spoony Sky Pirate, Atomos x2, Carbuncle x2 — A

2 Enemy Group — Cu Sith x1 — B

3 Enemy Group — Regretful Time Mage, Cu Sith x4 — C

4 Enemy Group — Unscrupulous Mechanist, Alraune x6, Carbuncle x2 — D

5 Enemy Group — Atomos x3 — E

6 Enemy Group — Ginneo the Obeisant, Gnoam x3, Cu Sith x4, Carbuncle x2 — F

MISSION WALKTHROUGH

Most of the enemy leaders and Espers in the Fane's inner chamber are ranged units, so deploy both of your melee leaders (Vaan and Ba'Gamnan) and use them in the vanguard of each battle. Put your strongest Fire-type melee and ranged Espers in your Esper Troupe; the Balasa and Lamia are perfect for this mission, if you have the auracite to afford Rank II Espers. The enemy Gnoams and Cu Siths suffer from Fire weakness. Move from group to group following the Recommended Route, and keep summoning new Espers to replace any lost ones.



MISSILE MADNESS

Enemy groups C and F contain a lot of Cu Siths. Keep Llyud and your flying units as far away from them as possible.

RECOMMENDED ROUTE



1. Defeat enemy group A.
2. Defeat enemy group C, open the summoning gate, and begin summoning melee and ranged Espers.
3. Defeat enemy group D.
4. Defeat enemy group F.

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

3-4: Judge of Wings

AURALITH'S CRADLE

LEVEL 16

MISSION PREREQUISITE

Clear Mission 3-3.

OBJECTIVES

- Defeat the Judge of Wings.
- Defeat Shiva.
- At least one ally must survive.



After a fierce battle, Vaan and his friends manage to rout the sky pirates. But the Judge of Wings suddenly appears before them, summoning a large number of Espers, including a powerful Shiva, Empress of Ice, and attacks the Auralith with a mysterious device.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN · PENELO · KYTES · FILO · LLYUD · BA'GAMNAN

UNITS

JUDGE OF WINGS — LV. 15 — R Leader — T Melee — N -- W -- R --

GOBLIN — LV. 15 — R I — T Melee — N W R

GNOAM — LV. 15 — R I — T Flying — N W R

CU SITH — LV. 16 — R II — T Ranged — N W R

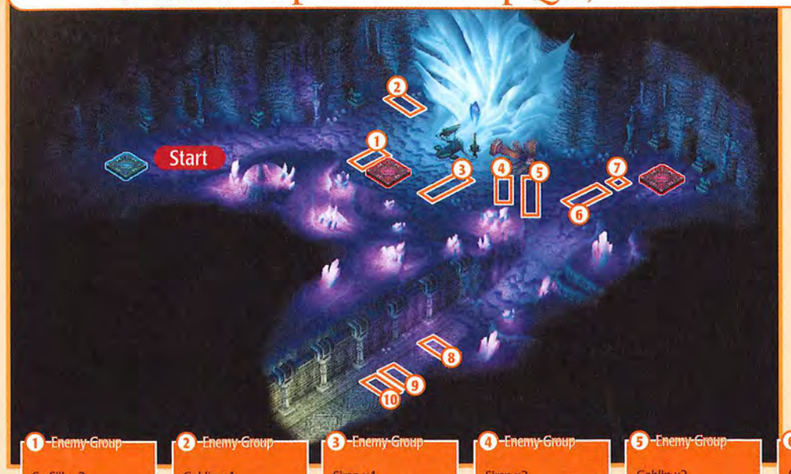
SIREN — LV. 16 — R II — T Flying — N W R

SHIVA — LV. 17 — R III — T Ranged — N W R

OBTAINABLE ITEMS

Clear Items
Battle Boots, Auracite
Other Items Gained
Astral Power

Mission Map: Fane of Tehp Qul, Auralith's Cradle



1 Enemy Group: Cu Sith x2 — A
2 Enemy Group: Goblin x4 — B
3 Enemy Group: Siren x4 — C
4 Enemy Group: Siren x3 — D
5 Enemy Group: Goblin x3 — E
6 Enemy Group: Shiva — F
7 Enemy Group: Judge of Wings, Cu Sith x2 — G
8 Enemy Group: Cu Sith x4 — H
9 Enemy Group: Siren x3 — I
10 Enemy Group: Siren x3 — J

MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	2

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

In addition to the starting units listed here, Goblins, Gnoams, Cu Siths and Sirens will appear from the enemy summoning gate.

MISSION WALKTHROUGH

Other than the Sirens, all enemy Espers that appear during this mission are vulnerable to Fire attacks, so fill your Esper Troupe with Fire creatures. For your melee Esper, however, consider choosing a unit unaffected by the Stop status from Shiva's Diamond Dust ability, like Cúchulainn or an Earth-type Esper. (This doesn't apply if Filo is equipped with the Gold Earrings, which makes all Espers deployed to her group immune to Stop.)



Except for the Judge of Wings, all enemies on the map will attack after a certain period of time. If you want to fight safely, defeat enemy group A and open the enemy summoning gate there, then stay around the gate and engage the enemies as they approach, summoning quick replacements when your Espers drop. As you summon new Espers to replace fallen ones, it's best to call melee units who will be useful in the upcoming battle against Shiva.

Anti-Stop Techniques

Immediately after Shiva uses Diamond Dust to inflict the Stop status, have Penelo use Esunaga to dispel it. Better yet, if you can afford the Gold Earrings at Tomaj's store, buy them and equip them on Filo. This item grants group immunity to Stop!

At first, the objective is to defeat the Judge of Wings. But after two minutes pass, or after the Judge of Wings drops to 30% HP, you get a new objective added: Defeat Shiva! (Note: If you somehow manage to defeat Shiva before this new objective is added, you actually clear the mission.)

FIGHTING SHIVA

Shiva is a mighty Rank III Esper, meaning that she's a step more powerful than the others. If you made a Pact with any Rank III Esper (Ifrit, for example), make sure it's available in your Esper Troupe. Otherwise, crank out as many Rank II melee-type Espers as possible to face off against the ranged attacks of Shiva. After knocking her out, the Judge of Wings reappears and unleashes her device on the auralith…





3-5: Backstabbing Bangaa

FANE OF TEHP QUL

LEVEL 17

MISSION PREREQUISITE

Clear Mission 3-4.

OBJECTIVES

- Defeat all enemy leaders.
- At least one allied leader must survive.

Despite your valiant efforts, the Auralith is destroyed. However, you gain one of its shards—an astral crystal that provides the ability to accumulate astral power (AP). As consolation to poor Llyud, your team sets off to hunt down the Judge of Wings. However, the Bwagi Gang, now bearing auracite themselves, looks to bar the party's way.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BA'GAMNAN'

(* = Mandatory)

UNITS

RINOK — lv. 16 — R Leader, T Melee — N -- W -- R --

BWAGI — lv. 16 — R Leader, T Melee — N -- W -- R --

GIJUK — lv. 17 — R Leader, T Ranged — N ⚡ W -- R --

MEDDLESOME SKY PIRATE — lv. 16 — R Leader, T Melee — N -- W ⚡ R --

BANGAA HOOD — lv. 16 — R Leader, T Melee — N ⚡ W -- R --

CHOCOBO — lv. 16 — R I, T Melee — N -- W -- R --

BOMB — lv. 16 — R I, T Flying — N 🔥 W 💧 R 🔥

SAGITTARIUS — lv. 17 — R II, T Ranged — N ⚡ W 🟤 R ⚡

CARBUNCLE — lv. 17 — R II, T Ranged — N ✚ W -- R --

TIAMAT — lv. 18 — R III, T Ranged — N ⚡ W 🟤 R ⚡

OBTAINABLE ITEMS

Clear Items
1800 Gil, Primary Principles, Auracite x3
Other Items Gained
None

Mission Map: Fane of Tehp Qul, Garden of the Unmantled Sun



Limpid Crystal
(Fire Shard)
Fire Stone (67%)
Fire Magicite (22%)
Fire Crystal (10%)
Fire Gem (1%)

Virgin Timber
(Fragrant Wood)
Maplewood Chips
(67%)
Maplewood Stick
(22%)
Maplewood Log
(11%)

Inscrutable Bones
(Furry Hide)
Rabbit Pelt (67%)
Coeurl Pelt (22%)
Beastlord Pelt (11%)

1 Enemy Group — Bomb x6 — **A**

2 Enemy Group — Meddlesome Sky Pirate, Sagittarius x3 — **B**

3 Enemy Group — Meddlesome Sky Pirate, Sagittarius x3 — **C**

4 Enemy Group — Bangaa Hood, Chocobo x3 — **D**

5 Enemy Group — Rinok, Sagittarius x2 — **E**

6 Enemy Group — Bomb x4 — **F**

7 Enemy Group — Bomb x4 — **G**

8 Enemy Group — Kijuk, Sagittarius x2, Carbuncle x2 — **H**

MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
3	0	0

In addition to the units listed here, Chocobos, Bombs, Sagittariuses, Carbuncles and Tiamats will appear from the enemy summoning gate (only one Tiamat will appear on the field at a time).

MISSION WALKTHROUGH

This is the first mission where you can make use of AP, so use it to fortify your primary melee Espers. When you have enough Affinity to summon help, tap on the nearest summoning gate that you control, select "Fortify Esper," and click on the icon of the Esper you want to temporarily level up. Then summon those Espers! Both Sagittarius and Tiamat are very powerful ranged units but both are weak against the Earth element, so put an Earth-element melee creature in your Esper Troupe, fortify him, and send several against the enemy's big two. Note that fortifying Espers affects those that have already been summoned, as well as ones that have yet to be summoned.



All but one of the enemy leaders are melee units, but most have ranged Espers nearby. If you decide to fight with teams of flyers, keep a close eye on their HP levels and micromanage them away from ranged attacks. Use Kytes's Blizzaga spell against the fiery Bomb squads, which are weak against Blizzaga's water explosion. If you want Kytes to have Blizzaga charged up for the Bombs, set Firaga as his Gambit and preserve Blizzaga for more selective use.

RECOMMENDED ROUTE



1. Defeat enemy group A, then defeat enemy group B as it draws near.
2. Use your melee and ranged units to defeat enemy group C.
3. After defeating the enemies on this path, open the two summoning gates.
4. Clear out the Bomb groups in F, G, and H, then take down Gijuk.

VISIT THE SHOPS IN THE SKY SALOON

Back on the airship, Tomaj points out the four new shops onboard in an area he's dubbed the "Sky Saloon." Once the Sky Saloon opens, you can go there to buy stuff, have stuff made, and have conversations with friends and various aegyl. The Cafe, Material Shop, and Forge are newly opened in the Sky Saloon and Tomaj's Shop now moves there from the bridge. After exploring the Sky Saloon, go to the bridge.



BRIDGE: TALK TO FILO

Talk to Filo on the bridge and learn about the fold-out canoe she found onboard. Talk to her a second time and choose "Full speed ahead!" to open up the following new locations: Shadow of Paharo on the Isle of Megalith (the sky island where you are now) and Port Marilith on the shore of the great Muruc Cahuac Skysea on the continent's main island, which is the destination for Chapter 4.



TRY SOME SIDE MISSIONS

Before heading off to Port Marilith, spend some time playing Melee Battles in locations you've already visited (The Kisne Rise, Fane of Tehp Qul, and so on) and trying the new hunts available via Tomaj's notice board. It's important to reinforce the fact that these side missions provide valuable rewards of treasure, items, and materials as well as leveling up your characters (try for Level 17 or so for Chapter 4) and sharpening your combat skills.

Shop at Tomaj's for Upgrades and Re-Equip Your Team

If you've been dutifully scavenging Material Nodes and opening treasure chests, sell some of your excess inventory items to Tomaj to build up some gil. Do so regularly and spend freely for upgrades.

Each of your leaders should have flexibility in their equipment choices. For example, buy Vaan an arsenal of swords that inflict a variety of elemental damage types (Flametongue for Fire damage, Icebrand for Water damage, Tempestblade for Lightning damage, and so forth).



You should also stockpile accessories that bestow your entire party with enhanced performance or protect it from various types of status ailments. Vaan's Winged Boots grant the entire group immunity to Immobilize spells; Penelo's Corsage Bracelet gives everyone immunity to Silence; Kytes's Traveler's Pouch protects the group from Poison, and his Goblin Pouch adds extra loot when you clear each mission.

Study the enemy list for each upcoming mission. Note each enemy type's nature, resistance, and weakness. Sometimes you'll see a pattern—a general weakness against the same element, for example. Equip your team to exploit that weakness to make the battles ahead much easier to manage.

4 A GRAND HUNT

THE MURUC CAHUAC SKYSEA

GAME FLOW OVERVIEW

Three sky pirate allies from previous adventures—Rikken, Elza, and Raz (see the original *Final Fantasy XII*)—join the story in these missions. You don't control them, however; they are Guest Units. Yes, they fight bad guys, but they also have their own treasure-hunting agenda. Thus, it's important to move quickly through most of the Chapter 4 maps or risk losing a lot of treasure to Rikken's crew.

CHITCHAT (PORT MARILITH)
- Talk to Rikken and crew — Talk to Penelo
- OUT: Ba'Gamnan

STORY MISSION (ISSHU, JEWEL OF THE SKYSEA)
- 4-1: Pirates in Peril!
- MB09: Monster Melee

STORY MISSION (CEBE, ISLE OF TREASURES)
- 4-2: Pirates and Parrot in Peril!
- MB10: Summoner Melee

STORY MISSION (YAPIH CAVERNS)
- 4-3: Unrelenting Nemesis

STORY MISSION (YAPIH CAVERNS)
- 4-4: Filo in a Bind

STORY MISSION (YAPIH CAVERNS)
- 4-5: Rite of Despair

CHAPTER 4 COMPLETE

WORLD MAP

After clicking the Land Icon near Port Marilith, your party actually disembarks from the airship into a fold-out canoe—the one Filo found onboard. Paddle to the port city, which is marked by a red Mission Flag, and tap on it to enter.





CHITCHAT IN PORT MARILITH

Now you can wander around and talk to folks, or simply head up the ship's gangplank to trigger an automatic conversation with Rikken. Ask both of Vaan's questions to learn about the auracite-gathering scavenger hunt and to see Rikken's reluctance to talk about the Judge of Wings. When the dialogue choice "It's not important" appears, choose it to get a few more choice comments on the Judge and end the dialogue.

Next, talk to Penelo by the dock to trigger a team conversation and learn that Ba'Gamnan has flown the coop; he's no longer an ally. Rikken grants Vaan free entry into his contest; passage to Isshu, Jewel of the Skysea, is unlocked; and you automatically return to the World Map. Paddle due south to the new location.





4-1: Pirates in Peril!

ISSHU, JEWEL OF THE SKYSEA

LEVEL 17

MISSION PREREQUISITE

Clear Mission 3-5 and complete the dialogue at Port Marilith.

OBJECTIVES

- Open all of the treasure chests.
- At least one ally must survive.
- Rikken, Elza, or Raz must survive.



Vaan and crew decide to join Rikken's Treasure Hunt. However, as soon as they arrive at the island where the contest is set to begin, they discover Rikken and his gang being assaulted by Esper-summoning pirates. Your party is limited to two leaders in this mission, and you must race against the enemy pirates and your own friends in Rikken's party to gather the treasure scattered about the island.

LEADER UNIT DEPLOYMENT — MAX UNITS: 2

VAAN^X, PENELO, KYTES^X, FILO, LLYUD

(^X = Recommended)

UNITS

SKY PIRATE OF FORTUNE — LV. 17 — R Leader — T Melee — N W R --

AFFECTED SKY PIRATE — LV. 17 — R Leader — T Melee — N W R

SOUFFLÉ, GUNSLINGER — LV. 18 — R Leader — T Ranged — N -- W -- R --

SAHAGIN — LV. 17 — R I — T Melee — N W R

SHIVAN — LV. 17 — R I — T Ranged — N W R

AQUARIUS — LV. 17 — R I — T Flying — N W R

SHIVAR — LV. 18 — R II — T Ranged — N W R

MIMIC — LV. 17 — R II — T Melee — N -- W -- R --

RIKKEN* — LV. 18 — R Guest — T Melee — N W -- R

ELZA* — LV. 17 — R Guest — T Ranged — N -- W -- R --

RAZ* — LV. 17 — R Guest — T Flying — N -- W -- R

* Neutral

OBTAINABLE ITEMS

Clear Items
2500 Gil, Secondary Principles book, Wavefront, Trident, Auracite

Items Gained from Goblin Pouch
Lamia Scales (75%), Battlewyrm Carapace (25%)

Other Items Gained
None

4-2
Pirates and Parrot in Peril!

Mission Map: Isshu, Jewel of the Skysea



Pure Silver

Emerald

Mythril Ore

9 Chest Items
Rikken
Elza
Raz

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
2	0	7

Limpid Crystal
(Water Shard)
Water Stone (67%)
Water Magicite (22%)
Water Crystal (10%)
Water Gem (1%)

Maplewood Log

Beastlord Bone

Inscrutable Bones
(Solid Carapace)
Destrier Barding (67%)
Lamia Scales (22%)
Battlewyrm Carapace (11%)

1 Enemy Group — Shivan x2 — A

2 Enemy Group — Souffle, Gunslinger
Aquarius x4 — B

3 Enemy Group — Affected Sky Pirate
Shivar x4 — C

4 Enemy Group — Aquarius x2 — D

5 Enemy Group — Sky Pirate of Fortune
Sahagin x2 — E

6 Enemy Group — Mimic — F

7 Enemy Group — Mimic — G

8 Enemy Group — Aquarius x 3 — H

MISSION WALKTHROUGH

During this mission, both Rikken and the enemy leaders rush to open the island's treasure chests. Every chest they open gets emptied, meaning you lose the contents. To ensure this doesn't happen, equip Vaan with the Sprint Shoes and set the Sprint ability as his Gambit to increase his speed. Deploy Kytes as your second leader, since plenty of ranged and flying enemies patrol the map.





As the mission opens, Llyud points out that some of the enemies on the island are Sahagins, which are weak against Lightning-enhanced attacks (as are Aquarius flyers). There are also a few Shivans that are weak against Fire attacks, so your weapon choices can take advantage of these facts. Equip Vaan with Flametongue and equip Kytes with the Rod of Lightning. (If you don't have these weapons yet, you can purchase them at Tomaj's Shop in the Sky Saloon area of the airship.)

Immediately after the mission begins, send them off on the courses designated on the Recommended Route (see map below) to collect all five of the valuable treasure items on the map plus both of the island's Material Nodes. Avoid the two chests that contain Mimics (enemy groups F and G on the map); let Rikken open them instead.

RECOMMENDED ROUTE



1. Send Vaan along the orange course and send Kytes along the green course. Open treasure chests and scavenge the Material Nodes along the way. Let Vaan ignore all the enemies, but make sure Kytes defeats enemy groups A and B.
2. Rendezvous here to defeat enemy group C.
3. Open the treasure chest with the Emerald inside it to complete the mission.

POST 4-1: MEMENTOS AND MELEE





After clearing Mission 4-1, a new location becomes available: Cebe, Isle of Treasures. You also gain the ability to put up Mementos in the Sky Saloon on the airship. To do so, talk to Filo near the entrance of the Sky Saloon. Finally, you add a new Melee Battle (a Monster Melee) at Isshu, Jewel of the Skysea. Play that new battle to boost your stats, then move on to Cebe.

4-2: Pirates and Parrot in Peril!

CEBE, ISLE OF TREASURES

LEVEL 18

MISSION PREREQUISITE

Clear Mission 4-1.

OBJECTIVES

- Destroy the enemy soul crystal.
- Your soul crystal must survive.

Rikken continues to stonewall Vaan's party regarding the shadowy Judge of Wings, so the Treasure Hunt continues. At the newly available Cebe, Isle of Treasures, the party discovers Rikken once again under attack from contestants trying to win the nasty way. This time he humbly requests your assistance…

LEADER UNIT DEPLOYMENT

MAX UNITS: 2

VAAN | PENELO | KYTES | FILO[X] | LLYUD[X]

(X = Recommended)

UNITS

ROGUE NINJA — LV. 19
R Leader
T Melee
N -- W -- R

AURACITE THRALL — LV. 18
R Leader
T Melee
N -- W -- R

VENTURESOME VETERAN — LV. 18
R Leader
T Melee
N W -- R

NARCISSISTIC WHITE MAGE — LV. 19
R Leader
T Ranged
N W R

MACARON THE MYSTICAL — LV. 18
R Leader
T Ranged
N W R

SAHAGIN — LV. 18
R I
T Melee
N W R

SHIVAN — LV. 18
R I
T Ranged
N W R

AQUARIUS — LV. 18
R I
T Flying
N W R

SIREN — LV. 19
R II
T Flying
N W R

CÚCHULAINN — LV. 19
R II
T Melee
N W R

RIKKEN* — LV. 20
R Guest
T Melee
N W -- R
* Neutral

ELZA* — LV. 19
R Guest
T Ranged
N -- W -- R --
* Neutral

RAZ* — LV. 19
R Guest
T Flying
N -- W -- R
* Neutral

OBTAINABLE ITEMS

Clear Items	Items Gained from Goblin Pouch	Other Items Gained
3000 Gil, Storm Wand, Icebrand, Auracite x2	Demon Tail (75%), Malboro Vine (25%)	None

Mission Map: Cebe, Isle of Treasures



Limpid Crystal
(Earth Shard)
Earth Stone (67%)
Earth Magicite (22%)
Earth Crystal (10%)
Earth Gem (1%)

6 Guest Units
Rikken
Elza
Raz

Inscrutable Bones
(Braided Twine)
Rat Tail (67%)
Demon Tail (22%)
Malboro Vine (11%)

1 Enemy Group
Venturesome Veteran
Sahagin x3
A

2 Enemy Group
Auracite Thrall
Aquarius x2
Shivan x2
B

3 Enemy Group
Rogue Ninja
Cúchulainn x5
C

4 Enemy Group
Narcissistic White
Mage
Siren x3
D

5 Enemy Group
Macaron the Mystical
Shivan x5
E

MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	4

Soul Crystals	
Ally	1
Enemy	1

	FP	
2	0	0

In addition to the starting enemies listed here, Sahagins, Shivans, Aquariuses, Sirens and Cúchulainns will appear from the enemy summoning gates.

MISSION WALKTHROUGH

As in the last mission, you can only deploy two leaders. This time your best bet is a flyer duo, Filo and Llyud. Both are strong against the melee-type Espers who dominate this map; they can also take shortcuts to get to distant Material Nodes. Most of the Espers on the stage are weak against Lightning and they dish out Water-enhanced attacks, so equip Llyud with his Storm Lance and don't have any Water-weak units in your Esper Troupe. Atomos flyers work well here, too.



Lightning Strikes

The units you deploy for this mission should be capable of attacks imbued with Lightning, if possible. Most of the enemies on Cebe are weak against that element.

At the start of the mission, send your two flyer groups straight to the left side of the map to defeat the melee units of enemy group A, then open the summoning gate nearby. Next, fly straight north to the red soul crystal to defeat the Rogue Ninja leader and the five Cúchulainns.



When they're history, start hammering the red crystal. As your Espers attack the crystal, you can send Filo or Llyud (or both) off to the other Material Node in the northern corner of the island. It's a dangerous jaunt, but you can pull it off, scavenging the node before the red crystal shatters.

When the mission ends, you unlock another Melee Battle, this time a Summoning Melee, on Cebe, Isle of Treasures. You also open a new location, a cave leading to flaming caverns beneath the great skysea.

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4-3: Unrelenting Nemesis

YAPIH CAVERNS

LEVEL 19

MISSION PREREQUISITE

Clear Mission 4-2.

VICTORY CONDITIONS

- Find the temple.
- Defeat Ba'Gamnan.
- At least one ally must survive.

Tomaj has found a temple located beneath the island of Cebe. His information suggests that there is treasure in this underground Fane, but that's not all—the Judge of Wings may be lurking there, too. The scalding cavern holds ruins, danger, and lava-lined passages. But the lure of treasure is too great for sky pirates to resist—including Rikken and his gang, who whiz past on their way into the darkness.



LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD*

UNITS

GIJUK — LV. 22 — R Leader / T Ranged — N -- W -- R --

BWAGI — LV. 22 — R Leader / T Melee — N -- W -- R --

RINOK — LV. 22 — R Leader / T Melee — N -- W -- R --

BOMB — LV. 22 — R I / T Flying — N W R

SALAMANDER — LV. 22 — R I / T Ranged — N W R

INFERNAL WOLF — LV. 22 — R II / T Melee — N W R

LAMIA — LV. 23 — R II / T Ranged — N W R

BA'GAMNAN — LV. 23 — R Leader / T Melee — N -- W -- R --

RIKKEN* — LV. 23 — R Guest / T Melee — N W -- R

ELZA* — LV. 22 — R Guest / T Ranged — N -- W -- R --

RAZ* — LV. 22 — R Guest / T Flying — N -- W -- R

* Neutral

OBTAINABLE ITEMS

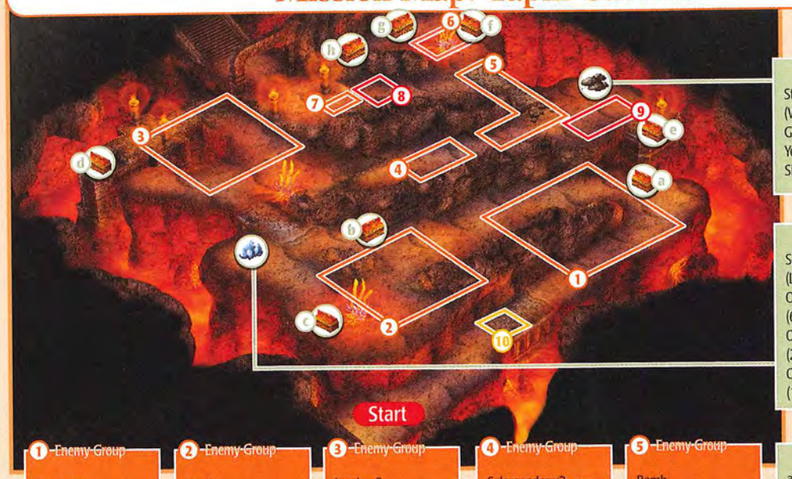
Clear Items
Auracite

Items Gained from Goblin Pouch
Orichalcum Nugget (75%), Orichalcum Ore (25%)

Other Items Gained
None

4-4
Filo in a Bind

Mission Map: Yapih Caverns



1 Enemy Group — A
Bomb x2
Salamander x2
Infernal Wolf

2 Enemy Group — B
Bomb
Salamander
Infernal Wolf

3 Enemy Group — C
Lamia x2

4 Enemy Group — D
Salamander x2

5 Enemy Group — E
Bomb
Salamander x2

6 Enemy Group — F
Infernal Wolf

7 Enemy Group — G
Gijuk
Bwagi
Rinok

8 Enemy Reinforcements — A
(Appears when ally or Guest Unit reaches point "a" on map.)
Ba'Gamnan
Infernal Wolf x5

9 Enemy Reinforcements — B
(Appears when ally or Guest Unit reaches point "b" on map)
Lamia x5

10 Guest Units
Rikken
Elza
Raz

Strange Liquid (Viscous Fluid)
Green Liquid (67%)
Yellow Liquid (22%)
Silver Liquid (11%)

Solid Stone (Lustrous Metal)
Orichalcum Grains (67%)
Orichalcum Nugget (22%)
Orichalcum Ore (11%)

a: Orichalcum Ore
b: Battlewyrm Carapace
c: Beastlord Pelt
d: Malboro Vine
e: Fire Crystal
f: Water Crystal
g: Earth Crystal
h: Storm Crystal

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

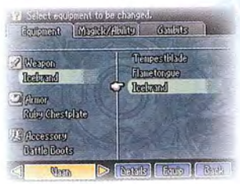
	FP	
2	0	8

MISSION WALKTHROUGH

PREP A FIRE-RESISTANT PARTY THAT DOES WATER DAMAGE

Do some work on your deployment screen before jumping into this mission. You must fight without Espers, so make sure your leaders are well equipped and ready to go. Most of the enemy Espers are Fire-imbued, inflicting Fire damage with their attacks and resistant to Fire damage in return. However, most are also weak against Water… which certainly makes sense, considering they live in a lava cavern.

If a character has Fire weapons equipped (like Vaan's Flametongue, for example) switch to a different weapon. At this point, you should have purchased Water-element weapons like Icebrand for Vaan, the Trident for Llyud, and the Rod of Ice for Kytes, so equip these instead. Equip Vaan with the Ruby Chestplate as well, if possible; it is resistant to the Fire damage dealt by the cavern Espers. Set Kytes's gambit to Blizzaga. Note that you can keep this battle party setup essentially unchanged through the end of the chapter.



PUT TREASURE FIRST

The way up to the temple entrance is a switchback path. As in Mission 4-1, Rikken's group will attempt to nab treasure. But if enemies approach them, Rikken, Elza and Raz will change their focus to fighting. To beat them to the treasure, just sprint past foes when possible to the chests scattered about the cavern. You can even put Sprint in Vaan's gambit slot to speed him ahead to the eight treasure chests, but don't let him get caught alone by enemy squads.

Let Rikken Do the Fighting

Rikken's crew prioritizes fighting over movement, so if you bypass enemies they can slow up Rikken quite a bit. It helps to equip Vaan with his Sprint Shoes and Filo with her Silver Earrings to increase group movement speed.

Raid the treasure chests in the order they're numbered on the mission map; it's a fairly linear route, so you don't have to do much backtracking. Don't miss the two Material Nodes on the way up. When any member of your party reaches point "a" on the map, Ba'Gamnan appears and KO's his ex-gang of Bangaas, then five Infernal Wolves join him and the victory conditions change: Now you must defeat Ba'Gamnan! When fighting the melee-type Bangaa leader, send Filo and Llyud in first. The wolves are melee units too, so let your air units take charge.

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BEWARE THE LAMIA ARRIVAL

When you finally move up the ramp to confront Ba'Gamnan and reach point "b" on the map, a big squad of five ranged Lamias spawns behind the party, just down the hill. Keep them away from your flyers! Send Vaan into them quickly with support from Kytes. This can be a hairy situation, so make sure Penelo does some healing; Curaga should be her gambit, in fact, so she casts it automatically from time to time. If you can survive Ba'Gamnan's support Espers, you can still take down the tough Bangaa.



Work Together with Rikken Against Ba'Gamnan

Wait for Rikken, Elza, and Raz to catch up with the party before tangling with Ba'Gamnan. The Guest Units won't cause much damage, but they'll draw Infernal Wolf and Lamia attention, letting you thin out the Esper numbers, thus making the fight against Ba'Gamnan much more manageable.

4-4: Filo in a Bind

UNDERFANE OF YAXIN QUL

LEVEL 21

MISSION PREREQUISITE

Clear Mission 4-3.

VICTORY CONDITIONS

- Defeat Ba'Gamnan.
- At least one allied leader must survive.

Just when it seems the madness is over and Ba'Gamnan is defeated, the slimy Bangaa suddenly leaps to his feet, seizes Filo, and flees. To save their friend, Vaan and the others hurry after them into the depths of the Underfane where they are joined by Rikken's party in facing down the unpleasant lizard.



LEADER UNIT DEPLOYMENT

MAX UNITS: 4

VAAN* PENELO* KYTES* FILO LLYUD*

(* = Mandatory)



4-4
Filo in a Bind

UNITS

BA'GAMNAN — LV. 25
R Leader
T Melee
N -- W -- R --

SALAMANDER — LV. 22
R I
T Ranged
N W R

SAGITTARIUS — LV. 23
R II
T Ranged
N W R

IXION — LV. 23
R II
T Melee
N W R

WYVERN — LV. 23
R II
T Flying
N W R

GIJUK — LV. 24
R Leader
T Ranged
N W -- R --

BWAGI — LV. 24
R Leader
T Melee
N -- W -- R --

RINOK — LV. 24
R Leader
T Melee
N -- W -- R --

RIKKEN* — LV. 25
R Guest
T Melee
N W -- R
* Neutral

ELZA* — LV. 24
R Guest
T Ranged
N -- W -- R --
* Neutral

RAZ* — LV. 24
R Guest
T Flying
N -- W -- R
* Neutral

OBTAINABLE ITEMS

Clear Items
3500 Gil, Protective Armlet, Auracite

Items Gained from Goblin Pouch
Fire Magicite (75%), Fire Crystal (25%)

Other Items Gained
None

Mission Map: Yapih Caverns, Underfane of Yaxin Qul

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0



11 Enemy Reinforcements — B
(Appears after 2:20)
Gijuk
Bwagi
Rinok

12 Enemy Reinforcements — C
(Appears after 3:50)
Ixion x2

13 Chest Units
Rikken
Elza
Raz

1 Enemy Group — A
Salamander x3

2 Enemy Group — B
Salamander x3

3 Enemy Group — C
Sagittarius x3
Wyvern x3

4 Enemy Group — D
Wyvern x 3

5 Enemy Group — E
Ba'Gamnan
Sagittarius x6

6 Enemy Group — F
Ixion x3

7 Enemy Group — G
Ixion x4
Wyvern x3

8 Enemy Group — H
Wyvern x3

9 Enemy Group — I
Ixion x2

10 Enemy Reinforcements — A
(Appears every two minutes after 40 seconds.)
Wyvern x2

In addition to the above here, Salamanders, Sagittariuses, Ixions and Wyverns will appear from the enemy summoning gate.

PART 1: World Guide
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MISSION WALKTHROUGH

GET AROUND BEHIND BA'GAMNAN

If you have confidence in the strength of your party (for example, if you have Rank II Espers in perfect match-ups of strengths versus the enemy), you can try to thrust right through the center of the battlefield in a straight line to Ba'Gamnan and Filo. But a frontal assault is very difficult, especially once the Bangaa trio and other reinforcements arrive.

A more conventional approach involves moving to avoid a pincer attack by Ba'Gamnan's various gangs by making a right-flanking maneuver along the path (see the Recommended Route map for this mission). If you can open the two summoning gates along the route before fighting Ba'Gamnan, you can beef up your Esper party for the final confrontation. However, the second gate is tough to open before Ba'Gamnan descends on the party.



Try to avoid hitting Ba'Gamnan when you're fighting the Sagittariuses; if this occurs, his entire group—including the Ixions—moves toward the party and the battle can get very dangerous. Note that some time after the mission starts, Gijuk, Bwagi and Rinok appear as reinforcements on the western edge of the map. Rikken's gang will go to meet them, but the Bangaas will win that fight eventually and move toward Ba'Gamnan.

Focus on Ba'Gamnan

Once you finally engage Ba'Gamnan and crew, concentrate your party's attacks on the Bangaa leader. Once he drops, you win the mission even if multiple enemy Espers and other Bangaas remain.

RECOMMENDED ROUTE



1. Defeat enemy groups A, B, and C, open the summoning gate, and summon as many Espers as possible.
2. Open the summoning gate and defeat the four Sagittariuses.
3. Attack Ba'Gamnan; focus all attacks on him!

DO YOUR WEAPONS FORGING NOW

Once you finish Chapter 4, you won't have access to the Sky Saloon, so if there are any weapons you want to forge, do it before you complete the next mission, 4-5: Rite of Despair.

4-5: Rite of Despair

DAIS OF THE AURACITE

LEVEL 22

MISSION PREREQUISITE

Clear Mission 4-4.

OBJECTIVES

- Defeat Belias, the Gigas.
- At least one ally must survive.



A powerful mental attack emanating from deep within the Underfane jolts the group… all but Llyud, anyway. As they fight it off and enter the temple to investigate, they discover a huge, glowing crystal formation. What is it? Llyud recognizes it as made of auracite, but something feels strange about it…

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN* PENELO* KYTES* FILO* LLYUD*

(* = Mandatory)

OBTAINABLE ITEMS

Clear Items

Auracite, Arms Encyclopedia

Items Gained from Goblin Pouch

Fire Magicite (75%), Fire Crystal (25%)

Other Items Gained

Pyroclasm (Vaan) [Quickening], Belias [Esper Unlocked]

UNITS

DJINN LV. 25 — R I, T Melee, N W R

BOMB LV. 25 — R I, T Flying, N W R

LAMIA LV. 25,26 — R II, T Ranged, N W R

WYVERN LV. 26 — R II, T Flying, N W R

BELIAS LV. 27 — R III, T Ranged, N W R

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Mission Map: Yapih Caverns, Dais of the Auracite



1 Enemy Group — Lamia x2 — A
2 Enemy Group — Bomb x12 — B
3 Enemy Group — Lamia x2 — C
4 Enemy Group — Lamia x5 — D
5 Enemy Group — Bomb x2, Lamia x3, Wyvern x2, Belias — E
6 Enemy Group — Djinn x5 — F
7 Enemy Group — Lamia x3, Wyvern x5 — G
8 Enemy Group — Wyvern x4 — H
9 Enemy Reinforcements — (Appears unlimited times in 1:40 intervals after 0:40.) Diabolos x4 — A
10 Enemy Reinforcements — (Appears after 2:30.) Bomb x6 — B
11 Enemy Reinforcements — (Appears 10 times in 30-second intervals after 4:40.) Lamia x2 — C

In addition to the enemies listed here, Djinns, Bombs, Lamias and Wyverns will appear from the enemy summoning gate.

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

MISSION WALKTHROUGH

You want the Cúchulainn in your Esper Troupe, if at all possible. You need a strong melee unit that inflicts Water damage against the ranged, Water-weak Belias, the powerful gigas that waits across the temple. Go straight down the middle of the field toward Belias from the starting point. Move deliberately, wiping out the early enemy waves one after the other, then head to the summoning gate in the middle of the map.





There are very few enemy melee units in this mission. You'll see a few Djinns guarding the westernmost summoning gate, but you can ignore that area if you want. After gaining control of the center summoning gate, dismiss all of your flying Espers, which are weak against Belias and the ranged Lamias. Replace them by fortifying and then summoning as many melee units as possible, preferably Cúchulainns. It's also important to have Kytes and 2-3 ranged Espers ready to go.

Belias has two kinds of attacks, but his area-effect Firaja is the more dangerous of the two. His attendant flying Wyverns and Bombs can take a toll on your melee team, so try to separate them from his entourage (feint and quickly pull back, trying to lure them away from Belias). Draw them after you, then turn and hit them hard with Kytes and his ranged group.

BEAT THE CLOCK

After launching an attack on Belias, stay focused and take him down as quickly as possible. Enemy reinforcements will start spawning near the dais after a few minutes, arriving in pairs every 30 seconds.

After disposing of the enemy flyers, send Vaan's team in for the kill. If you have five or six Cúchulainns (more, if possible), they should overwhelm the Lamias around Belias, and soon the great gigas will be fighting alone. Show no mercy; keep summoning new Cúchulainns from the central summoning gate to replace any that fall.

Protect Your Melee Units!

Melee units can resist Belias' Firaja area attack quite well, but they suffer extreme damage from the Firebreath attack of the Wyverns. Hit the Wyverns from afar with ranged attacks, pull back a bit to lure them away from Belias, then finish them off before throwing Vaan and your melee infantry against the great gigas.

When Belias falls, Vaan earns the **Pyroclasm** quickening. Read the "Quickenings" lesson to learn about the powerful spells, which require a full Mist Charge to unleash. (Quickenings are discussed in more detail in the next chapter.) As the chapter ends, the Judge of Wings reappears and summons Bahamut, who she calls "ancient lord and master." Watch the aftermath as the great skysea is torn asunder…

5 STRANDED

TSWARRA, ISLE OF THE LOST

GAME FLOW

During this entire chapter, your party is restricted to movement around Tswarra, Isle of the Lost. But three new Melee Battles unlock during this chapter, and several side missions open up after you complete the chapter, so you can acquire plenty of auracite to enlist new Espers before moving on to Chapter 6.

CHITCHAT (TOMAJ'S CAMP)
- Listen to the Group
- MB11 (Monster Melee)

MAIN MISSION (THE GUGUERRO GREENDEEP)
- 5-1: The Man in the Jungle
- MB12 (Monster Melee)

MAIN MISSION (GUGOZA FALLS)
- 5-2: A Gift for Penelo
- MB13 (Monster Melee)

MAIN MISSION (TOMAJ'S CAMP)
- 5-3: Object of Desire

MAIN MISSION (TOMAJ'S CAMP)
- 5-4: The Dance

CHAPTER 5 COMPLETE

T54: A Savory Task	T55: Rally to the Cause
T56: Stroke of Luck	T57: Otherworldly Beauty
T58: Serpent's Rage	T59: That Left Behind
T60: Materialistic	T61: The Sword in the Shell
T62: Rumble in the Jungle	MB14 (Monster Melee)
MB15 (Monster Melee)	MB16 (Monster Melee)
MB17 (Summoner Melee)	MB18 (Summoner Melee)

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WORLD MAP

As the chapter opens, three new locations are available on the World Map: Tomaj's Camp, The Guguerro Greendeep, and Zwaua Rainwood. Go to Tomaj's Camp, the jungle clearing where your party's damaged airship came to rest.

TOMAJ'S CAMP: BUY ITEMS AND CHITCHAT

The airship is out of commission throughout Chapter 5, and your movement is limited to the sky island of Tswarra, so you can't utilize any of the Sky Saloon shops. However, up until you clear Story Mission 5-2: A Gift for Penelo, you can still talk to Tomaj at Tomaj's Camp and buy items from him. Check out his wares and upgrade everybody's weapons, armor, and accessories.

After visiting Tomaj's Camp, exit to the World Map. Next, go to Zwaua Rainwood and complete the Monster Melee, an open battle against the area's indigenous beasts. Afterwards, walk to the red Mission Flag and enter The Guguerro Greendeep to continue the main story.



5-1: The Man in the Jungle

THE GUGUERRO GREENDEEP

LEVEL 23

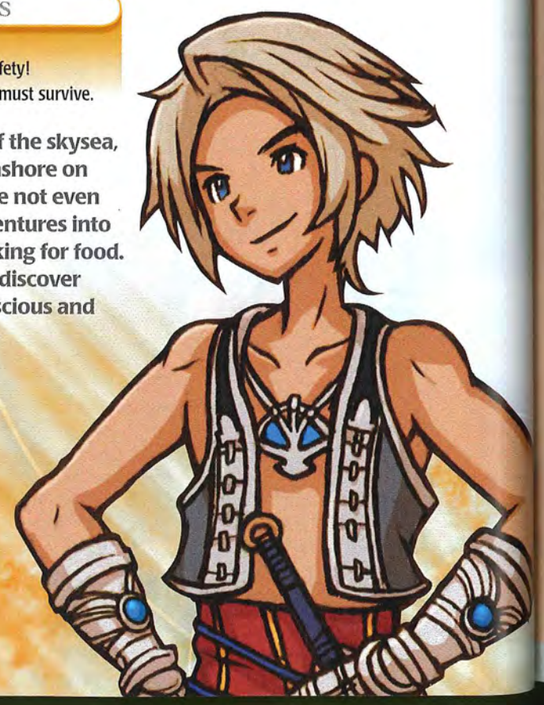
MISSION PREREQUISITE

Clear Mission 4-5.

OBJECTIVES

- Save the wounded man!
- Escort the wounded man to safety!
- The man and at least one ally must survive.

Following the collapse of the skysea, your party has washed ashore on a lonely sky island where not even aegyl dwell. Everyone ventures into the virgin rainforest looking for food. Deep in the jungle, they discover a wounded man, unconscious and threatened by beasts.



5-1
The Man in the Jungle

LEADER UNIT DEPLOYMENT
MAX UNITS: 5
VAAN* PENELO* KYTES* FILO* LLYUD*
(* = Mandatory)

UNITS

BLUE FLAN
LV. 20
R I
T Melee
N W R

AQUARIUS
LV. 20
R I
T Flying
N W R

ROCK WOLF
LV. 19 20
R II
T Melee
N W R

GOLEM
LV. 21
R II
T Melee
N W R

GREEN WYRM
LV. 21
R II
T Ranged
N W R

WOUNDED MAN*
LV. 23
R Other
T Melee
N -- W -- R --
* Neutral

OBTAINABLE ITEMS

Clear Items
None

Items Gained from Goblin Pouch
Destrier Bone (75%), Beastlord Bone (25%)

Other Items Gained
None

Mission Map: The Guguerro Greendeep

Limpid Crystal (Earth Shard)
Earth Stone (67%)
Earth Magicite (22%)
Earth Crystal (10%)
Earth Gem (1%)

Auracite

Inscrutable Bones (Large Bone)
Wolf Bone (67%)
Destrier Bone (22%)
Beastlord Bone (11%)

Auracite

1 Enemy Group: Ramih x3 — A
2 Enemy Group: Rock Wolf x3 — B
3 Enemy Group: Aquarius x4 — C
4 Enemy Group: Rock Wolf x4 — D
5 Enemy Group: Aquarius x3 — E
6 Enemy Group: Blue Flan x4 — F
7 Enemy Group: Golem x4 — G
8 Enemy Group: Green Wyrm x5 — H
9 Enemy Group: Golem x5 — I
10 Enemy Group: Aquarius x4 — J
11 Enemy Group: Green Wyrm x4 — K

12 Enemy Reinforcements (Appears when you approach the wounded man.) Rock Wolf x3 — A
13 Enemy Reinforcements (Appears in 1:20 intervals after 2:30) Rock Wolf x3 — B
14 Enemy Reinforcements (Appears after you get the wounded man to point [a].) Blue Flan x3 — C
15 Enemy Reinforcements (Appears after you get the wounded man to point [b].) Blue Flan x3 — D
16 Other Units: Wounded Man

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
2	8	2

Foraging Item: Maiden's Cap

MISSION WALKTHROUGH

BUILD A FIRE FORCE

Most of the enemies that appear throughout Chapter 5 are weak against Fire, so equip your leaders with Fire-element weapons and arrange your Esper Troupe to emphasize Fire-based attacks; Balasa, Lamia, and Wyvern are a powerful trio of Rank II Fire Espers. Give Llyud the Red Halberd and make sure Kytes's gambit is set to Firaga. It's also a good idea to equip Vaan with the Winged Boots throughout the chapter to ward off Immobilize status attacks by hostile Golems.



Auracite-Rich Environment

To pick up some extra auracite right after you start Chapter 5, fight the Monster Melee in the Zwaua Rainwood. Several of the Melee Battles unlocked in Chapter 5 provide auracite when you clear them. If you run out of auracite to form Esper pacts, return to those Melee Battles where you are awarded auracite.

KEEP A CLOSE EYE ON THE WOUNDED MAN

You complete the first objective and "save" the wounded man by simply approaching him, but note that the lurking jungle beasts won't attack him until after you've rescued him. Therefore, don't approach the wounded man until you harvest the Material Node near the start point. After rescuing the fellow, the next goal is to escort him to the location marked by the flag on the mission map—the "safe area" surrounded by healing Maiden's Cap mushrooms.



The wounded man diligently follows your group, so you can focus on fighting and gathering treasure. However, waves of Rock Wolf trios start spawning at regular intervals behind the party in the southwest corner as you move across the map, so keep an eye on the wounded man. Watch out for the ambush of three Blue Flans that drop on top of your party (see [b] on the map) while approaching the safe destination.

Mobilize for Immobilize

Golems can inflict the Immobilize status, which makes it very difficult to protect the wounded man. To neutralize this, make sure Vaan is equipped with the Winged Boots during your pre-mission preparations. You can also use Penelo's Esunaga to dispel the Immobilize effects.

AFTER THE MISSION

To bring the wounded man out of his guarded shell, Penelo performs a dance reserved for people very special to her. He thanks her and reveals his name, Velis. Vaan, upset by the display, storms off to search for food, accompanied by Kytes. This opens up a new location on the island: Gugoza Falls. You also unlock a new Monster Melee in the Guguerra Greendeep. Try out any new Melee Battle before moving on to the next story mission.



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5-2: A Gift for Penelo

GUGOZA FALLS

LEVEL 24

MISSION PREREQUISITE

Clear Mission 5-1.

OBJECTIVES

- Gather foodstuffs!
- At least one ally must survive.

Kytes and Vaan wander near the cascading waters of a great waterfall, looking for food. The area is dangerous, though. Your task is to harvest all three of the Prickleplum trees near the falls. You should scavenge and treasure-hunt as much as possible, too.



LEADER UNIT DEPLOYMENT

MAX UNITS: 2

VAAN* PENELO KYTES* FILO LLYUD

(* = Mandatory)

UNITS

GREEN FLAN
LV. 18,21 | R I | T Melee | N W R

BLUE FLAN
LV. 18,21 | R I | T Melee | N W R

GOLEM
LV. 22 | R II | T Melee | N W R

MALBORO
LV. 22 | R II | T Melee | N -- W -- R --

EARTH DRAKE
LV. 22 | R II | T Ranged | N W R

OBTAINABLE ITEMS

Clear Items
None

Items Gained from Goblin Pouch
Cedarwood Stick (25%),Cedarwood Log (75%)

Other Items Gained
None

Mission Map: Gugoza Falls



Auracite

Sparkling Stone (Blue Gemstone)
Lapis Lazuli (67%)
Aquamarine (22%)
Sapphire (11%)

Sturdy Stone (Lustrous Metal)
Orichalcum Grains (67%)
Orichalcum Nugget (22%)
Orichalcum Ore (11%)

Auracite

Virgin Timber (Smooth Wood)
Cedarwood Chips (67%)
Cedarwood Stick (22%)
Cedarwood Log (11%)

Inscrutable Bones (Braided Twine)
Rat Tail (67%)
Demon Tail (22%)
Malboro Vine (11%)

1 Enemy Group — Green Flan x3 — **A**

2 Enemy Group — Golem x2, Earth Drake — **B**

3 Enemy Group — Malboro — **C**

4 Enemy Group — Earth Drake — **D**

5 Enemy Group — Golem x3 — **E**

6 Enemy Group — Malboro x2 — **E**

7 Enemy Group — Blue Flan x3, Malboro — **F**

8 Enemy Group — Golem x2, Earth Drake — **G**

9 Enemy Reinforcements (Appears after you harvest the left Prickleplum.) Blue Flan x3 — **A**

10 Enemy Reinforcements (Appears after you harvest the right Prickleplum.) Green Flan x3 — **B**

MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
4	3	2

Foraging Item:
Maiden's Cap

MISSION WALKTHROUGH

The primary task here it to harvest the three Prickleplum trees in the waterfall area. Gugoza Falls is home to melee and ranged creatures only (no flyers), so use Fire-based melee units as your primary fighting force.



PAY ATTENTION TO ALLY HP

Vaan and Kytes are the only leaders in this mission. And with no summoning gates on the map, you have only the Espers summoned at the mission start as well, so you can't use healing units. Therefore, keep a close eye on your leaders' HP and your Espers. Important: Make use of the three Foraging Points for healing!

The path through this mission is linear. As long as you use Maiden's Caps on your damaged units while gathering items along the way, you should be okay. Before you collect the last Prickleplum in the stage, double-check to make sure you haven't left any treasure behind.

Feed the Hungry First

Let units who have severely decreased HP make use of the Foraging Points first.

5-3 Object of Desire

BEWARE "BAD BREATH"

Enemy Groups C, E, and F contain Malboros, whose Bad Breath ability randomly assigns one bad status effect to a group of allies. If that bad status happens to be Confuse, your characters could be in serious trouble. To counteract this, just send one Esper without any special abilities to approach the Malboros first to draw the Bad Breath attacks, then follow up with your entire force.



Malboro Tip

Don't attack a multi-Malboro group with your full force until you're sure all of the Malboros have expended their Bad Breath attack.

Vaan vs. Kytes Competition!

As you progress through Mission 5-2 and right after you clear it, Vaan and Kytes can speak different lines based on the actions you take. Their dialogue depends on the following variables:

- Which specific items each one acquires.
- Whether one of them gets KO'd during the mission.
- The total number of items each one acquires. Each Prickleplum counts as one item apiece, and each harvesting of a Material Node counts as one item.

You may want to play the mission various times to see all of the dialogue options.

After completing Mission 5-2, you unlock another Melee Battle. This time, it's a Monster Melee in Gugoza Falls. It is recommended that you play it before returning to Tomaj's Camp for the next story mission.

5-3: Object of Desire

TOMAJ'S CAMP

LEVEL 25

MISSION PREREQUISITE

Clear Mission 5-2.

OBJECTIVES

- Protect Velis!
- Defeat the Great Malboro.
- Velis and at least one ally must survive.

As Vaan and Kytes collect food, Penelo sits by the fire getting to know the wounded man, Velis. When Vaan and Kytes return, Velis reveals who he's looking for in Lemurés. Suddenly, Espers appear on the scene.



LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN* PENELO* KYTES* FILO* LLYUD*

(* = Mandatory)

OBTAINABLE ITEMS

Clear Items
None

Items Gained from Goblin Pouch
Yellow Liquid (75%), Silver Liquid (25%)

Other Items Gained
None

UNITS

ATOMOS — LV. 25 — R II — T Flying — N W R

ARCTIC WOLF — LV. 26 — R II — T Melee — N W R

GREEN WYRM — LV. 26 — R II — T Ranged — N W R

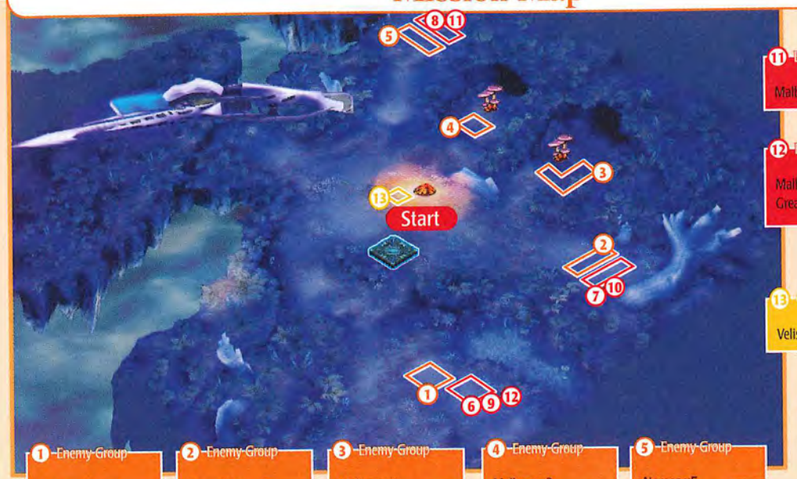
MALBORO — LV. 26 — R II — T Melee — N -- W -- R --

GREAT MALBORO — LV. 28 — R III — T Melee — N -- W -- R --

VELIS* — LV. 25 — R Other — T Melee — N -- W -- R --

* Neutral

Mission Map



1 Enemy Group: Arctic Wolf x5 — A
2 Enemy Group: Green Wyrm x5 — B
3 Enemy Group: Malboro x3 — C
4 Enemy Group: Malboro x3 — D
5 Enemy Group: Atomos x5 — E
6 Enemy Reinforcements: (Appears after 35 seconds.) Arctic Wolf x4 — A
7 Enemy Reinforcements: (Appears two times in 1:40 intervals after 1:30.) Green Wyrm x4 — B
8 Enemy Reinforcements: (Appears two times in 1:40 intervals after 2:20.) Atomos x4 — C
9 Enemy Reinforcements: (Appears after 2:40.) Malboro x4 — D
10 Enemy Reinforcements: Malboro x4 — E
11 Enemy Group: Malboro x4 — F*
12 Enemy Group: Malboro x4, Great Malboro — G*
13 Other Units: Velis

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	2	0

Foraging Item: Maiden's Cap

* Reinforcements E, F, G appear after enemy groups A-E and enemy reinforcements A, B, C, and D have been defeated.

MISSION WALKTHROUGH

During this mission, enemy reinforcements will spawn at three separate locations on the field. The goal is to make sure that none of them target Velis. Most of these enemies are melee-type, so put a strong Fire-based flyer in your Esper Troupe (Wyverns are good) and summon as many of them as possible after the mission starts.

WORK FOR A QUICKENING

Important: When summoning Espers, always put them into Vaan's team and send them directly out to fight to build up Vaan's Mist Charge. (Vaan gains Mist for every enemy his group defeats.) You want Vaan to build up enough Mist so that he can use a quickening by the end of the mission.



All of the enemies in this mission will start tracking your party after a certain amount of time, so you could stay put at the start point and exterminate enemies as they approach. However, this method would take a long time before you clear the mission; instead, try the Recommended Route illustrated in this section.

Put a Pyroclasm Beatdown on the Great One

If you build up enough Mist Charge to use Vaan's quickening, target the Great Malboro with it. The powerful area spell will decimate the surrounding Malboros, too!

DEFEAT THE GREAT MALBORO

The Great Malboro and his entourage (plus two other reinforcement groups of four Malboros apiece) don't appear until you've defeated all other enemies including the reinforcements. So after your foray to nail the enemy groups A, B and C, draw the last enemies remaining to the center of the map and defeat them there.



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5-4 The Dance

When the Great Malboro and all of his attendants appear, it looks grim for your group, doesn't it? But by now Vaan should have fully charged up his Pyroclasm quickening. Use it on the Great Malboro; it won't kill him, but it will weaken him considerably and wipe out many of the regular Malboros around him. After the quickening subsides, focus all of your attacks on the Great Malboro. When this foe goes down, you win the mission regardless of how many other Malboros remain. After completing mission, the party ends up on the World Map again. Go right back into Tomaj's Camp.

RECOMMENDED ROUTE

1. Defeat enemy group A and enemy reinforcements A, then enemy group B and enemy reinforcements B, then enemy group C in that order.
2. Return to where Velis is located and defeat the approaching enemies, then defeat any remaining enemies.
3. Make a concentrated assault against the Great Malboro, who arrives last.



5-4: The Dance

TOMAJ'S CAMP

LEVEL 27

MISSION PREREQUISITE

Clear Mission 5-3.

OBJECTIVES

- Stop Velis!
- Penelo must survive.

That night, Velis tells Penelo the eerie truth about himself. Penelo tries to convince Vaan and the others that it's indeed true, but they don't believe her. Suddenly, the Judge of Wings appears...and everything becomes clearer.



LEADER UNIT DEPLOYMENT

MAX UNITS: 4

VAAN* PENELO KYTES* FILO* LLYUD*

(* = Mandatory)

OBTAINABLE ITEMS

Clear Items
Auracite x3

Items Gained from Goblin Pouch
Coeurl Pelt (75%), Beastlord Pelt (25%)

Other Items Gained
Odin (Esper)

UNITS

JUDGE OF WINGS — lv. 30 — R Leader — T Melee — N W -- R --

ROCK WOLF — lv. 28 — R II — T Melee — N W R

ICE DRAKE — lv. 28 — R II — T Ranged — N W R

ATOMOS — lv. 28 — R II — T Flying — N W R

VELIS — lv. 30 — R III — T Melee — N -- W -- R --

PENELO (NEUTRAL) — lv. * — R Other — T Ranged — N W -- R *

* Draws from her status before mission

5-4
The Dance

Mission Map: Tomaj's Camp



MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	2	0

Foraging Item: Maiden's Cap

1 Enemy Group — Rock Wolf x6 — A

2 Enemy Group — Atomos x6 — B

3 Enemy Group — Rock Wolf x6 — C

4 Enemy Group — Judge of Wings, Ice Drake x2, Atomos x5, Rock Wolf, Velis — D

5 Enemy Reinforcements — (Appears three times in 2:20 intervals after 2:20.) Rock Wolf x4 — A

6 Enemy Reinforcements — (Appears two times in 2:20 intervals after 3:20.) Atomos x4 — B

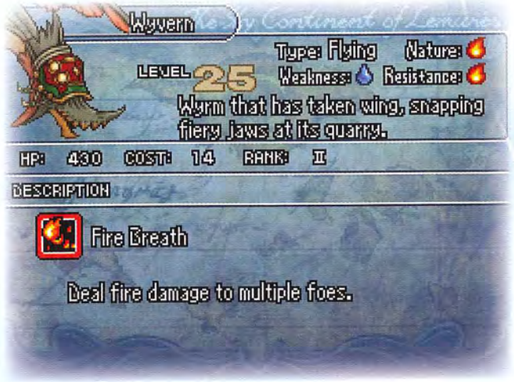
7 Enemy Reinforcements — (Appears two times in 2:20 intervals after 3:40.) Rock Wolf x4 — C

8 Other Units — Penelo

MISSION WALKTHROUGH

PROTECT PENELO!

During this mission, the goal is to protect Penelo (she's an NPC, so you can't control her actions). To take her place, include some healer units like Carbuncles in your Esper Troupe. You should also include Wyverns, since most of the enemy units are either melee or flying and are weak against the Wyverns' Fire Breath attack.



Many enemy reinforcements spawn onto the map during this mission, so it's extremely dangerous to leave Penelo on her own for very long. Try following the Recommended Route below, and draw the Judge of Wings (Enemy Group D) to fight Vaan. This way, even if enemy reinforcement groups appear, you won't have to move back to the center of the map, and any replacement Espers you summon can join the battle instantly.

HIT VELIS, IGNORE THE JUDGE

After drawing out Enemy Group D, defeat the Atomoses and the Ice Drakes first, then focus all of your attacks on Velis alone. That's right, ignore the Judge of Wings. The reason is she disappears when Velis drops below 50% HP. Once you knock Velis down to 25% HP, you win the mission!

Reinforcements Abound

Yes, lots of enemy reinforcements appear in this mission, but the map also contains a summoning gate and a blue soul crystal, so you can regenerate troops and leaders. Thus, you should be unafraid to attack aggressively. Just remember to stay close enough to Penelo that you can rush back if enemy reinforcements spawn and advance on her from the opposite side of the map.

PART 1: World Guide
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RECOMMENDED ROUTE

1. Defeat enemy group A.
2. Defeat enemy group B.
3. Approach the top edge of the field and defeat enemy group C.



4. Lure enemy group D out using Kytes's magick and other long-range attacks, then fight the battle at the center of the map.

POST 5-4: A PLETHORA OF SIDE MISSIONS

At chapter's end, Tomaj finally has the airship repaired and he's sighted the *Strahl*—the airship of Balthier and Fran! Two new locations are unlocked as well: Heaven's Vigil and Oghu, the Veiled Isle. A whopping nine new side missions will appear on Tomaj's notice board; five to start, plus four more appear on the notice board as you complete other tasks (mostly just conversational). Five new Melee Battles open up at various locations.

Unlocking Side Missions

Sometimes you need an extra step to open up one of Tomaj's side missions. For example, to open up "A Savory Task" (Isshu, Jewel of the Skysea) you must not only complete Mission 5-4 but also talk to Penelo in the Sky Saloon.

To find out how to unlock missions, see "Tomaj's Notice Board: The Side Missions" and then check the Mission Prerequisites listed for each one.

Before proceeding to the next red Mission Flag at Heaven's Vigil, complete as many of these extra missions as possible. You want level 28 characters for Chapter 6, if at all possible.

6 STEALING ETERNITY

ARDA, HEAVEN'S PILLAR

GAME FLOW OVERVIEW

Fran and Balthier reappear in several of the story missions in this chapter. You'll see the return of the Bangaa nuisance as well, with Bwagi's crew and Ba'Gamnan causing plenty of trouble. But the chapter ends with a most unexpected confrontation…

CHITCHAT (HEAVEN'S VIGIL)
- Talk to Fran

STORY MISSION (THE YMIR QUL RANGE)
- 6-1: A Recurring Nuisance

STORY MISSION (HEAVEN'S VIGIL)
- 6-2: Terms of Alliance
  - IN: Fran
  - MB19: Summoner Melee

STORY MISSION (THE YMIR QUL RANGE)
- 6-3: At Fran's Side
  - MB20: Sky Pirate Melee
  - MB21: Monster Melee

STORY MISSION (TOMAJ'S CAMP)
- 6-4: Audience at the Auralith

STORY MISSION (THE YMIR QUL UNDERGROUND)
- 6-5: Balthier's Betrayal
  - OUT: Fran
  - GONE: That Left Behind

CHAPTER 6 COMPLETE

PART 1: World Guide
PART 2: Game Basics
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WORLD MAP: HEAVEN'S VIGIL

Land on the island of Arda, Heaven's Pillar in the northern part of the continent map. Walk to the red Mission Flag planted at Heaven's Vigil. Speak to Fran to unlock a new location, the Ymir Qul Range. Head for the red Mission Flag there.

6-1: A Recurring Nuisance

THE YMIR QUL RANGE

LEVEL 28

MISSION PREREQUISITE

Talk to Fran at Heaven's Vigil after completing Mission 5-4.

OBJECTIVES

- Defeat all enemy leaders!
- At least one ally must survive.

Vaan and crew head into the sacred land, the Ymir Qul Range, in search of Balthier. There, they encounter the reunited team of Ba'Gamnan's one time ally, Bwagi.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN | PENELO | KYTES | FILO | LLYUD

UNIT

BWAGI — LV. 31
R Leader
T Melee
N -- W -- R

GIJUK — LV. 30
R Leader
T Ranged
N W -- R

RINOK — LV. 30
R Leader
T Melee
N -- W -- R

BOMB — LV. 30
R I
T Flying
N W R

TONBERRY — LV. 31
R II
T Melee
N -- W -- R --

LAMIA — LV. 31
R II
T Ranged
N W R

YELLOW FLAN — LV. 29
R I
T Melee
N W R

THUNDER DRAKE — LV. 30
R II
T Ranged
N W R

OBTAINABLE ITEMS

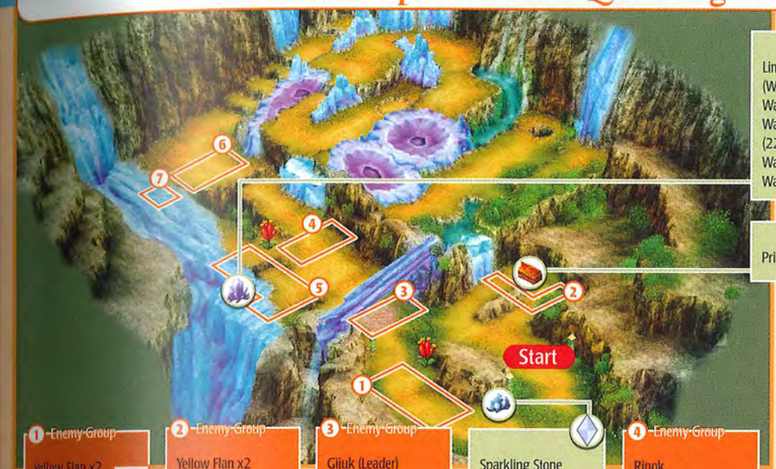
Clear Items
6000 Gil, Armament Almanac, Auracite x3

Items Gained from Goblin Pouch
Water Magicite (75%), Water Crystal (25%)

Other Items Gained
None

6-1
A Recurring Nuisance

Mission Map: The Ymir Qul Range



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
2	2	1

Foraging Item: Ochrebud

MISSION WALKTHROUGH

LOAD UP ON LIGHTNING ESPERS

Many of the enemy Espers that appear on this map are weak against Water element attacks. However, you don't want Water-nature Espers in your Esper Troupe because all three of the Bangaa leaders (Bwagi, Gijuk, and Rinok) are resistant to Water attacks. All the Yellow Flans and Thunder Drakes are weak versus Earth attacks, so bring along Earth-nature units in your Esper Troupe. Note that Gijuk and two of the three Esper types (Bomb and Lamia) are Fire nature units, and your Earth units would be weak versus their Fire attacks.



Your best bet is probably neutral or Lightning-element Espers. Note also that most of the enemies that appear are melee units, so have a Rank II flying Esper (Atomos or Diabolos) in your Troupe as well.

SPLIT UP YOUR ALLIED PARTY TO GATHER ITEMS

When the mission starts, split your party into two groups. Send Filo, Llyud, and all their flying Espers to defeat enemy group A and raid the Material Node, and send everyone else to defeat enemy group B and open the treasure chest. After defeating groups A and B, rendezvous the groups and push all units forward together, defeating the enemies on your way to Bwagi's enemy group F and the three Thunder Drakes on his flank in the river.

Freeze the Bombs

Hit Gijuk's enemy Bomb squad with Kytes's Blizzaga skill before they can uncork their Self-Destruct ability.



Bwagi's team appears immediately after you've defeated enemy groups C and D. The three Thunder Drakes on his flank aren't linked to his movements; they advance if you engage enemy group E guarding the Limpid Crystal Material Node. Thus, it can be difficult to scavenge that node before Bwagi arrives…and once Bwagi goes down the mission ends.

So you need to scavenge the node before defeating Bwagi; that means fighting enemy groups D and E at the same time, which is difficult. You can send one of your flying groups to hit the Yellow Flans while the rest of the party engages Bwagi's group, but then the three enemy Thunder Drakes advance down the river too, and their ranged attacks can chew up your flyers.

The easier alternative is to just forget the Limpid Crystal node altogether, although it's hard to pass up its valuable Water items. Lure Rinok's group (enemy group D) forward and smash them, then wait for Bwagi to come. The three powerful Thunder Drakes in the river won't move forward if you don't bother enemy group E guarding the node, so you won't have to deal with them.



6-2: Terms of Alliance

HEAVEN'S VIGIL

LEVEL 29

MISSION PREREQUISITE

Clear Mission 6-1.

OBJECTIVES

- Defeat all enemy leaders!
- At least one ally must survive.
- Fran must survive.

Vaan and his party learn that Bwagi's crew is but a diversion—the real Bangaa plan is to capture Fran and use her to lure out Balthier. Now it's time to return to Heaven's Vigil to offer her some protection from Ba'Gamnan's other thugs.



LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN* PENELO* KYTES* FILO* LLYUD*

(* = Mandatory)

UNITS

FEARSOME BANGAA — LV. 31 — R Leader / T Melee

BEVYN THE CRAFTY — LV. 32 — R Leader / T Melee

WANTON MAGE — LV. 31 — R Leader / T Ranged

FOULMOUTHED MOOGLE — LV. 32 — R Leader / T Ranged

REMORA — LV. 31 — R I / T Melee

RAMIH — LV. 31 — R I / T Flying

LAMIA — LV. 32 — R II / T Ranged

BALASA — LV. 32 — R II / T Melee

CARBUNCLE — LV. 32 — R II / T Ranged

FRAN* — LV. 33 — R Guest / T Ranged

* Neutral

OBTAINABLE ITEMS

Clear Items
6500 Gil, Blazer Gloves, Auracite x2

Items Gained from Goblin Pouch
Earth Magicite (75%), Earth Crystal (25%)

Other Items Gained
None

Mission Map: Heaven's Vigil



1 — Start Units: Fran

2 — Enemy Group: Lamia x5 — A

3 — Enemy Group: Fearsome Bangaa, Balasa x4 — B

4 — Enemy Group: Wanton Mage, Remora x2, Carbuncle x2 — C

5 — Enemy Group: Bevyn the Crafty, Ramih x2 — D

6 — Enemy Group: Foulmouthed Moogle, Lamia x2 — E

7 — Enemy Group: Ramih x2 — F

8 — Enemy Group: Ramih x2 — G

MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

In addition to those enemy units listed here, Remoras, Lamias, Ramihs, Balasas and Carbuncles will appear from the enemy summoning gates

MISSION WALKTHROUGH

Most of the enemy units are weak against Water attacks, so fill your Esper Troupe with Water-element Espers. It takes a lot of auracite to contract the Leviathan, but putting this powerful melee Esper on your team makes clearing this mission much easier.



Eliminate the Confusion

Equip Llyud with the Mythril Gloves to give your group immunity to the Confuse status inflicted by enemy Lamias.

When the mission starts, Vaan's group is with Fran (who functions as a Guest Unit) with the rest of your units grouped off to the west. The overall plan is to send this main group to clear out enemy groups A-C, capture the summoning gate those groups are protecting, then reunite with the rest of your allies for the push to the finish.

First, summon Leviathan or other melee Espers, then send those units (but not Vaan, who must protect Fran) to engage the line of five ranged Lamias in front of the enemy summoning gate. Follow up with the other teams to battle enemy groups B and C; again, don't send Vaan yet, keep him near Fran for a few more moments. Give priority to defeating the Lamias, which can Confuse your party, and enemy group C, which uses healing abilities to restore other enemies' HP.



6-3
At Fran's Side

Meanwhile, Vaan must help Fran fight off the two pairs of Ramihs (enemy groups F and G) who float in one after the other to attack her. If Vaan has Cúchulainns in his group, this fight is easy. If he has only Sahagins, it's much tougher; Vaan and Fran will prevail but take some damage. After the main party defeats enemy groups A-C, capture the nearby summoning gate and gather all units around Fran. After that, it should be relatively easy to clear out the remaining enemies.

Use Vaan's Quickening

Vaan builds up Mist Charge gauge quickly as he fights to protect Fran in the early going. He'll most likely have his Pyroclasm quickening spell available toward the end of the mission.

Completing Mission 6-2 unlocks a Summoning Melee in Heaven's Vigil. Give that battle a shot to build up your characters and pick up some new swag. Try to get your party to around level 30 for the next story mission. You should also visit the Forge in the airship's Sky Saloon area and have the Master Artificer craft a new set of upgraded weapons.

6-3: At Fran's Side

THE YMIR QUL RANGE

LEVEL 30

MISSION PREREQUISITE

Clear Mission 6-2.

OBJECTIVES

- Accompany Fran to the cave.
- Fran must survive.
- At least one ally must survive.

After saving Fran, she joins your party and the group sets out to look for Balthier in the Ymir Qul Range. According to Fran, there's an entrance into the mountain hidden somewhere in this area. There's also a lot of hidden treasure, but it's guarded by many mountain beasts.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN* PENELO* KYTES* FILO* LLYUD*

(* = Mandatory)

OBTAINABLE ITEMS

Clear Items
None
Items Gained from Goblin Pouch
Yellow Liquid (75%), Silver Liquid (25%)
Other Items Gained
None

RECOMMENDED ROUTE



1. Summon Leviathan or as many other melee-type Espers as possible and send them to attack the five Lamias of enemy group A.
2. Send all other teams to engage enemy groups B and C. Hit C first to eliminate the enemy healers.
3. After Vaan and Fran eliminate the attacking Ramihs of enemy groups F and G, Vaan can rejoin the rest of the team in capturing the summoning gate.
4. Send all allies to defeat the remaining enemies.

YELLOW FLAN

LV. 30 — R I — T Melee — N W R

BOMB

LV. 30 — R I — T Flying — N W R

RED WYRM

LV. 31 — R II — T Ranged — N W R

YELLOW WYRM

LV. 31 — R II — T Ranged — N W R

MIMIC

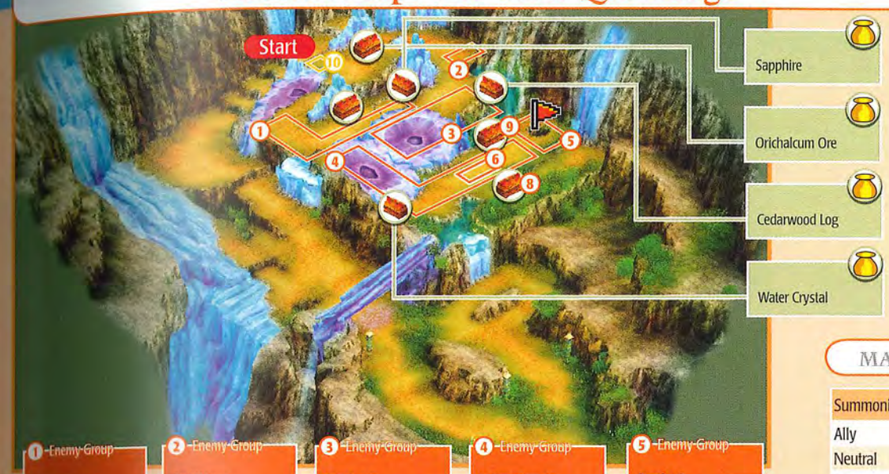
LV. 30 — R II — T Melee — N -- W -- R --

FRAN (NEUTRAL)

LV. * — R Guest — T Ranged — N -- W -- R

* Draws from her status before the m

Mission Map: The Ymir Qul Range



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	7

MISSION WALKTHROUGH

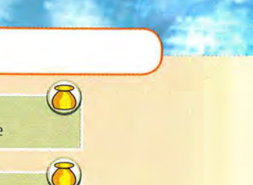
Many Yellow Flans and Bombs infest this cavern, so fill out your Esper Troupe with an Earth-element flying Esper (the Atomos) to filet the Flans and a Water-element ranged Esper (the Shivar) to blast the Bombs. You also need a good Water or Earth melee Esper to take on the Red and Yellow Wyrms in the cave.

At the start of the mission, Fran, acting as a Guest Unit, takes her own pre-determined route. Your job is to get Fran to the circular yellow marker on the right edge of the field. It's a fairly linear route. She climbs up to a pair of treasure chests on a rise, then backtracks down and makes her way across the cave. You can just escort her with your full force, or send out advance groups to clear the way.

Play the Match-ups

Hit Flans with your flyers, shoot Bombs with your ranged units, and hammer Wyrms with your melee troops. This mission is much easier if you micromanage the unit match-ups correctly.

Look for the numerous treasure chests on the map, but be advised that three of them are Mimics. You gain no real benefit from fighting Mimics, so leave these chests alone. If you want to fight them, note that Mimics are melee units, so open the fake chests with your flying leaders. (Refer to the map to see which chests are Mimics.) When Fran reaches the yellow marker, she finds the cave entrance. This also opens a new area called the Ymir Qul Underground.



RECOMMENDED ROUTE



1. Send your flying units along the green route with Fran to defeat enemy group A; send your remaining allies along the orange route to defeat group B.
2. Reassemble the entire group here, then proceed toward the yellow marker.

6-4: Audience at the Auralith

AURALITH'S CRADLE

LEVEL 31

MISSION PREREQUISITE

Clear Mission 6-3.

OBJECTIVES

- Defeat the Judge of Wings.
- At least one ally must survive.
- Balthier must survive.

In a cave deep within the mountain, the group is surprised to discover the second auralith. They also find Balthier and the Judge of Wings facing off in a duel for the ages.



LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD FRAN

UNI

JUDGE OF WINGS
LV. 38 — R Leader / T Melee / N -- W -- R --

SAHAGIN
LV. 34 — R I / T Melee / N W R

WHITE HARE
LV. 34 — R I / T Ranged / N W -- R --

SHIVAR
LV. 35 — R II / T Ranged / N W

SIREN
LV. 35 — R II / T Flying / N W R

MATEUS
LV. 36 — R III / T Flying / N W R

BALTHIER*
LV. 35 — R Guest / T Ranged / N -- W -- R

OBTAINABLE ITEMS

Clear Items
Black Garb, Auracite

Items Gained from Goblin Pouch
Bomb Cinder (75%), Bomb Crank (25%)

Other Items Gained
Wind Soul (Quickening for Filo), Mateus (Esper)



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Mission Map: The Ymir Qul Underground



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	4

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

In addition to the enemy units listed here, additional Sahagins, White Hares, Shivars and Sirens will emerge from the enemy summoning gate.

1 Enemy Group	2 Enemy Group	3 Enemy Group	4 Enemy Group	5 Enemy Group	6 Gate Points
Sahagin x3 Shivar x3	Shivar x6 Siren x3	Judge of Wings Mateus	Shivar x3 Siren x5	Shivar x6	Balthier
A	B	C	D	E	

MISSION WALKTHROUGH

Most of the enemies that appear in this mission are either flying units weak against Lightning (Sirens and Mateus) or ranged units weak against Fire (Shivars). Add the Sagittarius and/or Tiamat to your Esper Troupe to counter the Sirens and Mateus; equip Kytes with the Storm Wand too (if you use him). Also, add the Balasa melee unit to target the Shivars. There are also some Sahagins, Rank I melee units weak against Lightning, so you can add the Ramih, a Rank I flyer with a Lightning attack.



Balthier is a Guest Unit who follows his own course. For six minutes, he and the Judge stand in a face-off without fighting, but at the six-minute mark, Balthier begins to attack enemies. It's very dangerous for Balthier to fight alone, so your first goal is to reach him before this occurs. If you try to fight all enemy units en route, you likely won't reach Balthier before he gets KO'd, so follow the path on the Recommended Route map shown here.



Divide and Conquer

Try to avoid facing both Mateus and the Judge of Wings at the same time. Hit Mateus with a ranged attack from a distance, luring him out so you can fight him alone if possible.

RECOMMENDED ROUTE



1. Defeat enemy group A and capture the summoning gate, then summon Tiamat (if he's available).
2. Defeat enemy group B and capture the summoning gate, then draw Mateus using a ranged attack.
3. Defeat the Judge of Wings.

READ THIS BEFORE TRYING MISSION 6-5!

After you finish the next story mission (6-5: Balthier's Betrayal), you clear Chapter 6. Chapter 7 takes place on Lesrekta, Isle of Illusions. While on Lesrekta, you cannot return to Lemurés for side missions, nor can you use the structures in the Sky Saloon.

Think long and hard before completing Chapter 6, and make sure there's no unfinished side business. Note that once you complete Chapter 6, the notice board mission entitled "That Left Behind" is no longer available in the game, so don't forget to complete that one before jumping into Mission 6-5.

6-5: Balthier's Betrayal

AURALITH'S CRADLE

LEVEL 32

MISSION PREREQUISITE

Clear Mission 6-4.

OBJECTIVES

- Stop Balthier!
- Defeat Ba'Gamnan!
- At least one ally must survive.

Balthier shocks Vaan and his friends by activating the device to destroy the auralith and then he turns on them! To make matters worse, Ba'Gamnan shows up. Now what?



LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN* PENELO* KYTES* FILO* LLYUD*

(* = Mandatory)

BALTHIER
LV. 35 — R Leader — T Ranged — N -- W -- R --

FRAN
LV. 35 — R Leader — T Ranged — N -- W -- R --

GOBLIN
LV. 35 — R I — T Melee — N W R

SAGITTARIUS
LV. 35,36 — R II — T Ranged — N W

GOLEM
LV. 36 — R II — T Melee — N W R

BA'GAMNAN
LV. 38 — R Leader — T Melee — N -- W R

TONBERRY
LV. 39 — R II — T Melee — N -- W -- R --

TITAN
LV. 40 — R III — T Melee — N W

OBTAINABLE ITEMS

Clear Items
7200 Gil, Moon Earrings, Auracite x2

Items Gained from Goblin Pouch
Orichalcum Nugget (75%), Orichalcum Ore (25%)

Other Items Gained
None

MISSION WALKTHROUGH

As the mission opens, the field looks manageable. But if any of your units try to approach Balthier, a huge Sagittarius squad appears, 16 strong. To counter them, put Earth-type melee Espers like Golems (and Titan, if available) in your Esper Troupe. You also need a strong Fire-type flyer to take on the enemy Goblins and Golems that fight for both Balthier and Ba'Gamnan (and the Titan that fights for Ba'Gamnan, too). Put the Wyvern in your Troupe to counter. There are no flying enemies on the map, thus the only ranged Espers you need are healing units.



LURE BA'GAMNAN TO BALTHIER

To complete this mission, you must defeat Balthier and Ba'Gamnan. If you take out Balthier first, Ba'Gamnan's team (enemy group A) immediately comes after your party and you end up fighting two very tough battles in a row. If you want to fight both battles, it's easier to defeat Ba'Gamnan first; just send your flying Espers after him and follow up with your main group.

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

Mission Map: The Ymir Qul Underground



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	4

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

But there is a much better solution. Remember, Balthier's units (which are all the enemy units on the map except enemy group A) and Ba'Gamnan's units (enemy group A) are enemies of each other! As the mission opens, send four of your Wyverns (with no leader—it's a suicide mission) straight north toward Balthier. As the Wyverns approach Balthier, they trigger the appearance of the huge ranged contingent noted earlier—all 16 of the Sagittarius units spawn into place in two phalanxes, one on each side of Balthier.

Use Your Quickenings!

The heavy combat quickly builds your leaders' Mist Charges in this mission. Use this to your advantage and uncork Vaan's Pyroclasm and any other quickenings available to your characters.



Immediately veer your Wyverns west toward Ba'Gamnan's position. They won't get far. Yes, these poor flyers will get wiped out by the rain of Sagittarius arrows, but if they get far enough, the maneuver lures Ba'Gamnan and his group up the slope. Before you know it, it's Bangaa versus Balthier in a titanic struggle that seriously thins out Balthier's archers while eventually eliminating Ba'Gamnan.



Revive Your Leaders

Both Penelo and Llyud both have the ability to revive fallen leaders. In particular, Vaan needs to stay conscious in this fight. Use Penelo's Raise or Llyud's Revive on him immediately if he falls.

Now gather your force and smash any enemy groups that descend the hill. Summon as many melee Espers as possible, then march uphill to take on Balthier and Fran if they haven't already come toward your group. Focus on Balthier! When his HP drops to zero, you've won the mission, regardless of Fran's status or how many other enemy units are still on the field. Balthier is still conscious, but you trigger the chapter-ending sequence.

Watch the stunning sequence that ends Chapter 6, sending Vaan off to a strange, unsettling world of illusion.



7 ILLUSIONS WITHIN

LESREKTA, ISLE OF ILLUSIONS

GAME FLOW

This chapter is divided into two parts based on the location of the story. After completing "Part 1: Illusions Within" (the first three missions, 7-1 through 7-3), you can't return to Lesrekta, Isle of Illusions again.

INTERLUDE (THE END OF DREAMS)
- Talk to Penelo — Talk to Llyud
- Approach Balthier and Fran
- Move toward the three Alraunes
- MB22: Monster Melee

STORY MISSION (THE NEVERWOOD)
- 7-1: Never Alone

STORY MISSION (THE NEVERWOOD)
- 7–2: Reminiscence
- MB23: Monster Melee

INTERLUDE (THE END OF DREAMS)
- Tell Filo you're ready
- GONE: MB22 Monster Melee

STORY MISSION (ILLUSION'S HOME)
- 7–3: Where the Heart Lies
- GONE: MB23 Monster Melee

CHITCHAT (BRIDGE)
- Talk to Balthier
- IN: Balthier, Fran

STORY MISSION (SHIP'S WING)
- 7-4: Aegyl Uprising

CHAPTER 7 COMPLETE
- T63: Battlefield *Strahl*
- T64: Comfort Food
- T65: Incentive
- T66: Ordered Chaos
- T67: Echo of Thunder
- T68: Destiny in the Stars
- MB24: Summoner Melee

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

INTERLUDE: THE END OF DREAMS



After listening to Penelo and the others, everything goes dark and Vaan is transported to another dimension. Walk through the darkness to the left toward Llyud and try talking to him; Vaan exits the dark dimension. Next, go toward Balthier and Fran to talk to them. This transports you to a small floating island called The End of Dreams.

Walk away from the screen and then left toward the three spinning Alraunes. This leads to the World Map, and you can move freely around Lesrekta, Isle of Illusions. Three new locations open up: The End of Dreams (where you just were), Illusion's Home, and The Neverwood. Try the Monster Melee in Illusion's Home, then follow the red Mission Flag to continue the main story in The Neverwood.

7-1: Never Alone

THE NEVERWOOD

LEVEL 33

MISSION PREREQUISITE

Clear Mission 6-5 and complete conversations at The End of Dreams.



OBJECTIVES

- Defeat all enemies!
- All allies must survive.

Vaan awakens to find a strange world stretching out before him. His friends are gone and he's all alone. It turns out that Penelo and the others are nearby, split into two groups. Llyud believes it to be the land beyond the summoning gates where the Yarhi dwell. The goal in this mission is to reunite the friends.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN* PENELO* KYTES* FILO* LLYUD*

(* = Mandatory)

UNITS

ALRAUNE — LV. 32 — R I / T Melee / N -- W -- R --

SYLPH — LV. 32 — R I / T Ranged / N -- W -- R --

GARCHIMACERA — LV. 32 — R I / T Flying / N -- W -- R --

MALBORO — LV. 32 33 — R II / T Melee / N -- W -- R --

GREAT MALBORO — LV. 40 — R III / T Melee / N -- W -- R --

OBTAINABLE ITEMS

Clear Items
Medallion of Fire

Items Gained from Goblin Pouch
Spinel (75%), Ruby (25%)

Other Items Gained
None

Mission Map: The Neverwood (1st Area)



Material Node: Solid Stone (Durable Metal) Adamant Grains (67%) Adamant Nugget (22%) Adamant Ore (11%)

a: Auracite
b: Wizard's Robes
c: Silver Liquid
d: Maduin Gear

Material Node: Sparkling Stone (Red Gemstone) Garnet (67%) Spinel (22%) Ruby (11%))

Material Node: Strange Liquid (Aqueous Fluid) Slime Oil (67%) Unpurified Ether (22%) Demon Drink (11%)

1 Enemy Group: Alraune x2 — A
2 Enemy Group: Alraune, Garchimacera — B
3 Enemy Group: Alraune x3 — C
4 Enemy Group: Alraune x3 — D
5 Enemy Group: Slyph x3, Malboro — E
6 Enemy Group: Alraune x3 — F
7 Enemy Group: Sylph x3 — G
8 Enemy Group: Garchimacera x3 — H
9 Enemy Group: Garchimacera x3 — I
10 Enemy Group: Malboro — J
11 Enemy Group: Sylph x4 — K
12 Enemy Group: Malboro — L
13 Enemy Reinforcements: (Appears after enemy groups A-L are defeated.) Great Malboro — A

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
3	2	4

When Vaan forages Glow Morels from the upper or lower spot, it will also restore the HP of Penelo and Llyud or Kytes and Filo, one time.

Foraging Item: Glow Morel

MISSION WALKTHROUGH

The only Espers in this mission are Vaan's starting allotment. To compensate for this limited battle power, stock your Esper Troupe with a Rank II melee-type Esper. Golems are your best choice, as they can resist the Sleep and Confuse status effects caused by the Malboro Bad Breath attack.

Golem Advice

If you're putting Golems in your Esper Troupe, clear the Troupe of any other Rank II melee Espers to ensure that Golems are the ones deployed with Vaan. When sending forces against enemy Malboros, make sure your Golems go first to mitigate the effectiveness of the Malboro Bad Breath attack.



REUNITE YOUR ALLIES

When the mission starts, your allies are broken into three teams that all start in different places on the map. Vaan and six summoned Golems form the middle team, with Penelo and Llyud on the left flank and Filo and Kytes on the right. Direct each team forward, defeating monsters and gathering treasure along the way, until the groups eventually rendezvous. Penelo and Llyud fight through enemy groups A and D; Kytes and Filo face B, F, and H; and Vaan faces C, E, and G. When the groups reunite, take the rest of the enemies out with your combined force.

After defeating all the initial monsters and regrouping your allies in one spot, a Great Malboro spawns in and advances. The Great Malboro is a much higher level beast than the others on the field. Again, send in your Golems first. Let them duke it out while you send your speediest leaders off to scavenge any remaining treasure or Material Nodes.

RECOMMENDED ROUTE



1. Proceed down the line, defeat enemies, and acquire items.
2. Use your combined allies to defeat the remaining monsters and nab the items on the map.
3. Defeat the Great Malboro.

7-2: Reminiscence

THE NEVERWOOD

LEVEL 34

MISSION PREREQUISITE

Clear Mission 7-1.

OBJECTIVES

- Find Vaan.
- All allies must survive.

As the team proceeds deeper into the eerie woodland, Vaan suddenly disappears. Unable to see or hear him, Penelo and the others make their way through the forest to find him.



PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

LEADER UNIT DEPLOYMENT

MAX UNITS: 4

VAAN PENELO* KYTES* FILO* LLYUD*

(* = Mandatory)

UNITS

ALRAUNE

LV. 35	R	I
	T	Melee
	N --	W -- R --

SYLPH

LV. 35	R	I
	T	Ranged
	N --	W -- R --

GARCHIMACERA

LV. 35	R	I
	T	Flying
	N --	W -- R --

VAAN (NEUTRAL)

LV. *	R	Other
	T	Melee
	N *	W * R *

* Status before mission

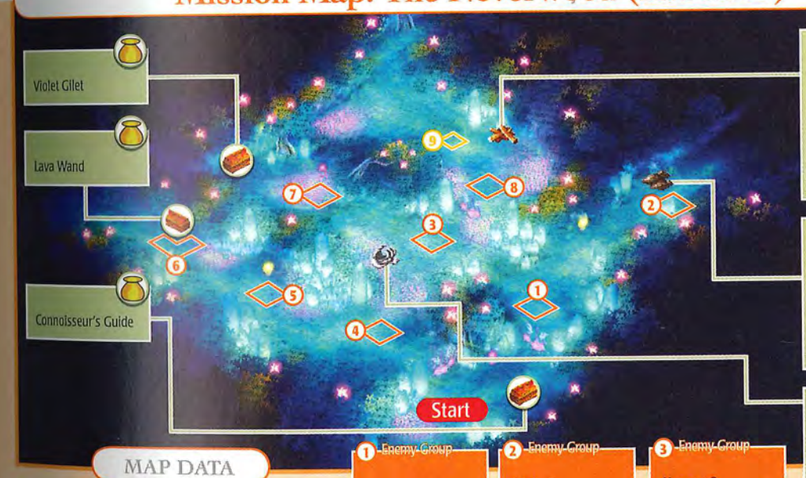
OBTAINABLE ITEMS

Clear Items
Pole of Blessings, Power Vest

Items Gained from Goblin Pouch
Oakwood Stick (75%), Oakwood Log (25%)

Other Items Gained
None

Mission Map: The Neverwood (2nd Area)



Virgin Timber (Sturdy Wood)
Oakwood Chips (67%)
Oakwood Stick (22%)
Oakwood Log (11%)

Strange Liquid (Grim Dust)
Zombie Powder (67%)
Death Powder (22%)
Soul Powder (11%)

Inscrutable Bones (Robust Carapace)
Wyvern Scales (67%)
Ring Wyrm Scales (22%)
Emperor Scales (11%)

Other Symbols
Curious Flora (Purple)
Curious Flora (Yellow)

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
3	0	3

1. Enemy Group: Alraune x3 — A
2. Enemy Group: Sylph x3 — B
3. Enemy Group: Alraune x3 — C
4. Enemy Group: Garchimacera x3 — D
5. Enemy Group: Alraune x3 — E
6. Enemy Group: Sylph x3 — F
7. Enemy Group: Garchimacera x 3 — G
8. Enemy Group: Alraune x3 — H
9. Other Units: Vaan

MISSION WALKTHROUGH

OPEN THE GATES TO CLEAR THE WAY

In this mission, you're limited to four characters: Penelo, Kytes, Filo, and Llyud—and you can't summon Espers. You lose if any ally falls unconscious, so keep Penelo's Curaga and similar skills on hand to restore HP. Upon reaching the upper portion of the screen where Vaan is acting as an Other Unit, you clear the mission.

Don't Miss the Guide Chest!

Make absolutely sure that you open the chest with the Connoisseur's Guide that appears near the start point.



You can open the Purple and Yellow Gates that block the path by investigating the "Curious Flora" of the same color. However, opening yellow gates will close the purple ones and vice versa. Therefore, make sure that you gather up all the treasure chests on the way, or else you may miss out on a chance to open them later.

DRAW ALL FOES TO THE FIRST GATE!

Before you start, here's a tip: Don't open the first purple gate for awhile. The reason is because Kytes's magic and Llyud's Jump ability can defeat enemies on the other side of a closed gate! Using this tactic, you can wipe out melee or flying enemies through closed gates while taking very little—if any—damage in return. At the first set of gates, let Kytes and Llyud eliminate all of the Alraunes and Garchimaceras lurking and approaching just beyond the gates before you pluck the purple flora to open them.



Ranged foes like the Sylphs can fire through the gates, so when the two Sylph trios (enemy groups F and B) approach the purple gates after a few minutes, pull your four leaders as far back as possible, out of the Sylphs' range. Next, direct Kytes to start hitting each trio with his area attacks: Blizzaga, Thundaga, Stonega, and Firaga. Two or three hits on each Sylph trio should be enough to wipe them out.

Now pluck the purple "Curious Flora" and follow the path on the Recommended Route map to gather all of the map items before you reach Vaan's location. After completing the mission, you unlock another Monster Melee, this one in The Neverwood. Complete it if you want, then on the World Map return to The End of Dreams.

RECOMMENDED ROUTE



1. Investigate the purple Curious Plant here.
2. Investigate the yellow Curious Plant here.
3. Investigate the purple Curious Plant here.
4. Bring all your allies to Vaan's location here.

THE END OF DREAMS: INTERLUDE

Once you can take actions freely at The End of Dreams, move toward the three Alraunes. Upon doing so, Filo asks if you're ready to leave. Choose the affirmative to travel back to the World Map. There, head for Illusion's Home.



PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

7-3: Where the Heart Lies

ILLUSION'S HOME

LEVEL 35

MISSION PREREQUISITE

Clear Mission 7-2, then visit "The End of Dreams" area and approach the three Alraune to trigger an exchange with Filo.

OBJECTIVES

- Endure the attacks of the Yarhi.
- Defeat Velis!
- At least one ally must survive.

After being safely reunited, the group hears a mysterious voice beckoning them into a place called "Illusion's Home," calling it "the realm of the mind." Vaan and crew arrive in a place teeming with Yarhi. Then a person appears before them. It seems to be Velis, but...



LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN* PENELO* KYTES* FILO* LLYUD*

(* = Mandatory)

UNITS

CHOCOBO LV. 34
R I
T Melee
N -- W -- R --

CACTOID LV. 34
R I
T Ranged
N W R

BALASA LV. 31,39
R II
T Melee
N W R

SHIVAR LV. 31,39
R II
T Ranged
N W R

RAIDEN LV. 31,39
R II
T Flying
N W R

VELIS (ENEMY) LV. 42
R III
T Melee
N -- W -- R --

VELIS (NEUTRAL) LV. 37
R Other
T Melee
N -- W -- R --

OBTAINABLE ITEMS

Clear Items
Auracite x3

Items Gained from Goblin Pouch
Water Magicite (75%), Water Crystal (25%)

Other Items Gained
Anastasia (Sword)

Mission Map: Illusion's Home (1st Area)



MAP DATA

Summoning Gates	
Ally	0
Neutral	2
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

*1. "Enemy Velis" appears in place of "Other Unit Velis" after 1:30.

MISSION WALKTHROUGH

Consider loading your Esper Troupe with mostly Earth-element creatures because they can resist the Stop status inflicted by the Shivars' Absolute Zero ability. Add a flying Esper of Rank II or higher to fight Velis when he appears in the form of Odin. If possible, use the Rank III Mateus.

The key to success here is taking the direct route so as to face as few enemies as possible. Numerous enemy reinforcements spawn in over the course of this mission and it's easy to get overwhelmed if you try to play a defensive game. When the mission starts, open the summoning gate to the right of the start point and immediately summon flying Espers, then follow the Recommended Route path to get to Velis as quickly as possible. A lot of Espers surround him, so use Kytes's magic to destroy as many of them as possible and send everyone else in a concentrated attack against Velis.



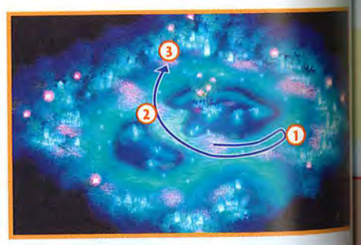


Be a Power Thief

Use skills like Vaan's "Steal Endurance" to lower Velis's defense power and finish the battle quickly.

RECOMMENDED ROUTE

1. Open the summoning gate, then summon as many flying Espers as possible.
2. Defeat enemy group A.
3. Attack and defeat Velis with your entire army.





After completing the mission, Velis reveals the secrets of the auraliths and Feolthanos, a startling truth that validates Balthier's actions. He calls on your party to destroy the final aurali and then he leaves a parting gift for Vaan—the great sword Anastasia, also known as the Godsblade, trust weapon of the Yarhi.

7-4 Aegyl Uprising



CHAPTER 7, PART 2: THE OATH

After clearing Mission 7-3 and before Mission 7-4, you can't engage in Tomaj's side missions or Melee Battles. However, you can use the structures in the Sky Saloon to prepare for the next mission. When you're ready to start mission 7-4, talk to Balthier on the bridge and answer, "It's time!"



7-4: Aegyl Uprising

THE SKIES OF LEMURÉS

LEVEL 37

MISSION PREREQUISITE

Clear Mission 7-3, then talk to Balthier on the bridge.

OBJECTIVES

- Defeat all enemies!
- Your soul crystal must survive.

After learning the secrets of the auraliths in the Isle of Illusions, Vaan's group returns to the home ship and reunites with Balthier, who now joins your party, as does Fran. Just as they decide to trust one another again, several squadrons of aegyl, their "base emotions" having returned, angrily attack the ship!



LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN | PENELO[X] | KYTES[X] | FILO[X] | LLYUD[*] | BALTHIER | FRAN

(* = Mandatory) (X = Recommended)

UNITS

ANSEL — LV. 40
R Leader
T Flying
N -- W -- R --

MELANCHOLY AEGYL — LV. 40
R Leader
T Flying
N -- W -- R --

MURDEROUS AEGYL — LV. 40
R Leader
T Flying
N -- W ⚡ R --

BEWILDERED AEGYL — LV. 40
R Leader
T Flying
N -- W -- R ⚡

WYVERN — LV. 40,41
R II
T Flying
N 🔥 W 💧 R 🔥

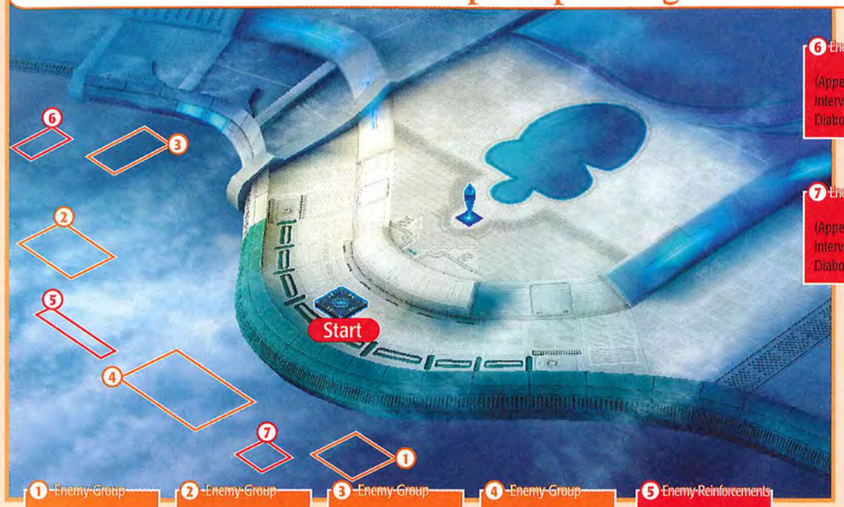
DIABOLOS — LV. 40,41
R II
T Flying
N -- W -- R --

OBTAINABLE ITEMS

Clear Items
Rogue's Boots, Auracite x2
Items Gained from Goblin Pouch
Storm Magicite (75%), Storm Crystal (25%)
Other Items Gained
None

7-4 Aegyl Uprising

Mission Map: Ship's Wing



MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

MISSION WALKTHROUGH

DEPLOY YOUR RANGED LEADERS AND ESPERS

All of the enemies in this mission are flyers, so deploy Fran, Balthier, and Kytes as leaders and include at least three ranged Espers in your Esper Troupe; Shivars and the powerful Rank III Shiva are best against the enemy Wyverns. You should also include either Filo or Llyud in your leader deployment and add a Water or Lightning flying Esper to your Troupe. (Try using Sirens.) Finally, you desperately need Penelo for her healing abilities.



Put the "Stop" to Crystal Attacks

With Shivars and/or Shiva on your team, you can tear through enemy Wyverns at a fast pace. But they have another great use: both can inflict Stop status on enemies heading for your soul crystal. Shivars do it with their Absolute Zero ability, and Shiva's Diamond Dust area attack not only Stops foes but also inflicts Water damage to all enemy targets in range. Check the overview map and look for enemy flyers heading for your crystal, then target them with these ranged units.

DRAW ENEMIES CLOSE TO YOUR SUMMONING GATE

When the mission starts, dismiss all Espers who are not either healing or ranged units, then summon as many new ranged Espers as possible. Deploy them around your summoning gate, and defeat the enemies as they appear.



However, if any enemies start going after your soul crystal, make them your priority. Keep in mind that the enemy reinforcements come in unlimited waves, so you need to clear out foes right away to end the mission before new enemy waves spawn in to attack.

Fortify Your Espers

As your Espers get defeated, summon new ones to replace them. But don't forget to fortify them with AP first!

POST 7-4: THE QUEEN'S ARRIVAL

After the battle, you can read the true history of the aegyl and their so-called "gods," the reasons for the barrier of Lemurés, and the connection with the Cache of Glabados. The urgency of finding and destroying the final auralith becomes as clear as the sky above the great sky continent.

Meanwhile, a great fleet approaches from Ivalice, led by the massive *Leviathan*, flagship of none other than Queen Ashe herself. But before you visit Ashe, take a crack at some of the new side missions available via Tomaj's notice board.

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

8 IVALICE REVISITED

IVALICE

GAME FLOW OVERVIEW

You must clear the Story Missions at each location in Ivalice before the story will progress. In order to play 8-3, you must clear Missions 8-2A, 8-2B, and 8-2C first; you can complete them in any order.

WORLD MAP (SKY CONTINENT LEMURÉS)
- ○ Approach the Leviathan
  - IN: Ashe, Basch

MAIN MISSION (THE DALMASCA ESTERSAND)
- ○ 8-1: An Irresistible Opportunity
  - GONE: The Trodden Past
  - GONE: Rally to the Cause

TAKING COUNSEL (BRIDGE)
- ○ Talk to Balthier, Basch, and Larsa
  - MB25: Summoner Melee
  - MB26: Monster Melee

Play the following three missions in any order:

STORY MISSION (GIZA PLAINS)
- ○ 8-2A: The Secluded
  - MB27: Monster Melee

STORY MISSION (THE PARAMINA RIFT)
- ○ 8-2B: Ye Who Rest
  - MB28: Summoner Melee

STORY MISSION (THE GLABADOS RUINS)
- ○ 8-2C: Last Will and Testament
  - MB29: Monster Melee

TAKING COUNSEL (BRIDGE)
- ○ Launch the ship

STORY MISSION (RODA VOLCANO)
- ○ 8-3: Fighting Back Tears

STORY MISSION (THE FEOL VIERA WARREN)
- ○ 8-4: Wayward Soul
  - T69: Escape Escapade
  - T70: An Uninvited Invitation
  - T71: For a Moment's Peace
  - T72: Dalmascan Treasure
  - T73: Just for Penelo
  - T74: Dance of the Dead
  - T75: Flames of Torment
  - T76: Restoring Honor
  - T77: Darkening Clouds Gather
  - MB30: Monster Melee
  - MB31: Summoner Melee

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

WORLD MAP: TRAVEL BACK AND FORTH FROM IVALICE

Approach the *Leviathan* near the center of the World Map to trigger a spectacular cutscene. After talking with Ashe and Basch, you can tap the *Leviathan* to pass freely between Lemurés and Ivalice. At the same time, new locations open up and the new story mission, 8-1: An Irresistible Opportunity, becomes available at the Dalmasca Estersand.





BEFORE YOU CONTINUE THE STORY MISSIONS...



Note that after clearing Mission 8-1, two side missions on Tomaj's notice board ("The Trodden Past" and "Rally to the Cause") are no longer accessible. So if you haven't completed them already, do so now before you lose the opportunity!

8-1: An Irresistible Opportunity

DALMASCA ESTERSAND

LEVEL 37

MISSION PREREQUISITE

Clear Mission 7-4 and approach the *Leviathan*.

OBJECTIVES

- Destroy the enemy soul crystal.
- Your soul crystal must survive.



Ashe and Basch report that Ivalice is under attack from sky pirates using magic stones to control beasts—sounds like auracite and Yarhi. They lead Vaan's party into the Dalmascan desert for a meeting with a mysterious contact. However, their arrival is met by a "welcoming party"...

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

8-1 An Irresistible Opportunity

UNITS

WAYWARD WHITE MAGE LV. 39
R Leader
T Ranged
N -- W -- R --

YARHI-SMITTEN SEEQ LV. 38
R Leader
T Ranged
N -- W -- R --

AURACITE WASTREL LV. 39
R Leader
T Melee
N -- W R --

THE CONJURER NEDHI LV. 38
R Leader
T Melee
N -- W R --

DJINN LV. 38
R I
T Melee
N W R

AQUARIUS LV. 38
R I
T Flying
N W R

CACTOID LV. 38
R I
T Ranged
N W R

SAGITTARIUS LV. 39
R II
T Ranged
N W R

SIREN LV. 39
R II
T Flying
N W R

OBTAINABLE ITEMS

Clear Items
10000 Gil, Dragon's Devices, Tiger's Tactics, Auracite

Items Gained from Goblin Pouch
White Gold (75%), Pure Gold (25%)

Other Items Gained
None

Mission Map: Dalmasca Estersand (1st Area)



1 Enemy Group: Cactoid x2, Siren x4 — A
2 Enemy Group: Djinn x3, Cactoid x3 — B
3 Enemy Group: Wayward White Mage, Sagittarius x4 — C
4 Enemy Group: Sagittarius x4 — D
5 Enemy Group: Aquarius x3 — E
6 Enemy Group: Siren x3 — F
7 Enemy Group: Sagittarius x2, Djinn x4 — G
8 Enemy Group: Yarhi-Smitten Seeq, Siren x3 — H
9 Enemy Group: Auracite Wastrel, Sagittarius x2, Siren x3 — I
10 Enemy Group: The Conjurer Nedhi (Leader), Siren x3 — J

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	4

Soul Crystals	
Ally	1
Enemy	1

	FP	
0	0	0

* In addition to the enemies listed here, Djinns, Aquariuses, Cactoids, Sagittariuses and Sirens will emerge from the enemy summoning gates.

MISSION WALKTHROUGH

Most of the enemies in this mission are ranged or flying units; in particular, a lot of tough Rank II Sagittarius and Siren units roam the map. Deploy appropriate counter units. Use ranged leaders and ranged Espers with Lightning attacks (such as Tiamat, and Kytes with his Thundaga attack) to hit the Sirens; utilize melee leaders and melee Espers (like Golems) with Earth attacks to counter the Sagittarius hordes. Note that your new party members provide some alternatives; Basch is a melee fighter and Ashe is another ranged unit.



The goal is to destroy the enemy's red soul crystal, but if you set your entire force to this task, your own blue soul crystal will be exposed. Try sending three teams out on offense while leaving two teams behind to protect your crystal. For your assault group, a good combination is one melee team, one ranged team, and one team of healers led by Penelo. Use one melee and one ranged team on defense for your soul crystal, but add a couple of healing units, since Penelo will be out supporting the assault group.

When the mission starts, follow the Recommended Route path (see map) to capture the nearby enemy summoning gate to the south, then summon as many Espers as possible for your three assault teams. Hustle back to your soul crystal and defeat any encroaching foes bent on destroying the crystal, then split up your groups. Send your assault group west to open the distant summoning gate and then south to attack the enemy soul crystal.



Upon reaching the enemy crystal, thin out the enemy defenders a bit, but focus attacks on the crystal. When the red crystal's HP gets low, ignore any respawning enemy leaders and hit the crystal with all you've got. The moment the red crystal shatters, you win the mission!



Keep Your Focus Crystal Clear

Even if the enemy goes after the second summoning gate you capture (see point #3 on the Recommended Route map), just ignore them and proceed to the enemy soul crystal.

RECOMMENDED ROUTE



1. Defeat enemy group A, open the summoning gate, and summon Espers to reinforce your three assault teams.
2. Defeat any enemies going after your soul crystal, then send your three assault teams on to point #3.
3. Defeat all enemies near the summoning gate and open it for your use.
4. Engage the enemy defenders here, but have at least one team target the red soul crystal while you fight.

TAKING COUNSEL: AIRSHIP'S BRIDGE

After clearing Mission 8-1, you meet the mysterious contact—none other than Lord Larsa, the young Archadian emperor who Vaan and crew worked with in the original *Final Fantasy XII*. Larsa reports that the Judge of Wings has been staging attacks across Ivalice. It's time to work together to halt her plans.

The party returns to the airship's bridge to hold an Ivalice strategy meeting entitled "Taking Counsel." Of the characters on the bridge, speak to Basch, Larsa, and Balthier to unlock missions 8-2A, 8-2B, and 8-2C respectively. Balthier suggests another trip to the Glabados Ruins; Basch speaks of someone in Giza Plains with information; and Larsa says the Judge of Wings has been spotted near the Paramina Rift.

For purposes of this guide, the strategy will be to visit Giza Plains first. But before you go there, return to the Dalmasca Estersand and take on the two Melee Battles now unlocked there to level up your troops and pick up items of worth.



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8-2A: The Secluded

THE ARID PLAINS OF GIZA

LEVEL 39

MISSION PREREQUISITE

Clear Mission 8-1 and complete the "Taking Counsel" dialogue on the airship bridge.

OBJECTIVES

- Seek out the informant.
- At least one ally must survive.
- The informant must survive.

Vaan's group stops by the Giza Plains to meet an informant with information about someone asking about Lemurés. The informant appears to be a member of Rabanastre's city watch, but several guards patrol the desert. Approach them one by one until you find the correct fellow.



LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN | PENELO | KYTES | FILO | LIYUD | BALTHIER | FRAN | ASHE | BASCH

UNITS

QUETZALCOATL — LV. 40
R I
T Ranged
N ⚡ W R ⚡

INFERNAL WOLF — LV. 40
R II
T Melee
N W R

ATOMOS — LV. 40
R II
T Flying
N W R

TITAN — LV. 99
R III
T Melee
N W R

DALMASCAN SOLDIER* — LV. 40
R Other (Neutral)
T Melee
N -- W -- R --

WHITE HARE* — LV. 40
R Other (Neutral)
T Ranged
N W -- R --

* Neutral

OBTAINABLE ITEMS

Clear Items
Embroidered Tippet

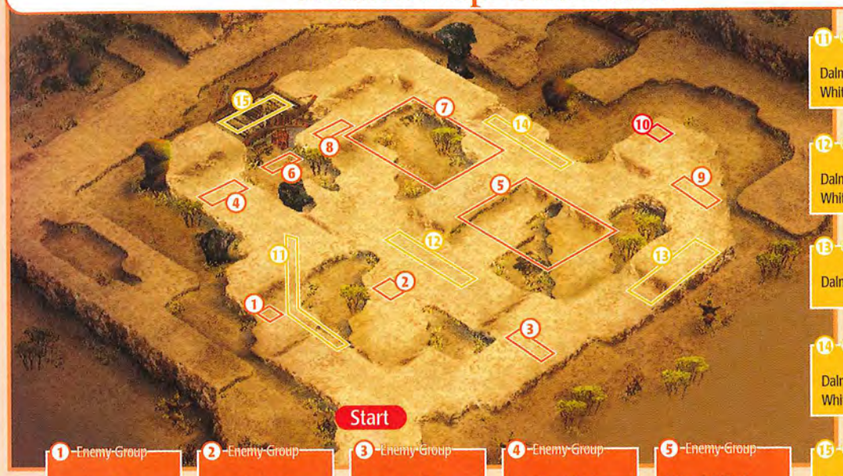
Items Gained from Goblin Pouch
Moondust (75%), Sundust (25%)

Other Items Gained
None



8-2B
Ye Who Rest

Mission Map: Giza Plains



11 Other Units — Dalmascan Soldier A, White Hare
12 Other Units — Dalmascan Soldier B, White Hare
13 Other Units — Dalmascan Soldier C
14 Other Units — Dalmascan Soldier D, White Hare
15 Other Units — Dalmascan Soldier E, White Hare

1 Enemy Group — Quetzalcoatl x3 — A
2 Enemy Group — Infernal Wolf x2 — B
3 Enemy Group — Infernal Wolf x2 — C
4 Enemy Group — Infernal Wolf x3 — D
5 Enemy Group — Infernal Wolf x4, Atomos x4 — E
6 Enemy Group — Atomos x2, Quetzalcoatl x3 — F
7 Enemy Group — Infernal Wolf x4, Atomos x4 — G
8 Enemy Group — Infernal Wolf x2 — H
9 Enemy Group — Quetzalcoatl x3 — I
10 Enemy Reinforcements — (Appears after 2:10.) Titan — A

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

MISSION WALKTHROUGH

CLEAR THE MISSION RIGHT AFTER START

Lots of Infernal Wolves and Atomos flyers appear in this mission, so put a flying Water Esper and a ranged Fire unit like the Lamia in your Esper Troupe. The leaders you deploy should be mostly flying and melee types, as well. If you want to clear the mission quickly, equip Llyud with the Mythril Gloves to protect against Confuse status and send him out ahead; Llyud can move from soldier to soldier, looking for the right one.



Every time an ally approaches a Dalmascan Soldier, a dialogue automatically begins. The Dalmascan Soldier you need to talk to is patrolling near the bridge, so when the mission starts, send Llyud, equipped with the Mythril Gloves, straight toward the bridge area to clear the mission immediately. But if any of the Dalmascan Soldiers fall unconscious it's Game Over, so move your units to quickly deal with enemy groups that are threatened until Llyud finds the right soldier.



Wear the Mythril Gloves

By equipping the Mythril Gloves, you can avoid getting slowed down by Confuse status and reach the Dalmascan Soldier informant more quickly.

The soldier reports that a beautiful viera (the same race as Fran) was asking questions about the sky continent. And her name is quite familiar to the team by now…

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8-2B: Ye Who Rest

THE PARAMINA RIFT

LEVEL 40

MISSION PREREQUISITE

Clear Mission 8-1 and complete the "Taking Counsel" dialogue on the airship bridge.

OBJECTIVES

- Defeat all enemies!
- At least one ally must survive.



The group heads toward the Paramina Rift, where it has been rumored that the Judge of Wings has been sighted. They find a Nalbina war memorial with Velis's name etched into it. And just as they were told, the Judge of Wings appears there, sending a wave of monsters at the group.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN, PENELO, KYTES, FILO, LLYUD, BALTHIER, FRAN, ASHE, BASCH*

(* = Mandatory)

UNITS

ZOMBIE — lv. 41 — R I — T Melee — N -- W -- R --

VAMPYR — lv. 42 — R II — T Flying — N -- W -- R --

OBTAINABLE ITEMS

Clear Items
Silk Coat, Winged Helm, Auracite

Items Gained from Goblin Pouch
Destrier Mane (75%), Dragon Whisker (25%)

Other Items Gained
None

Mission Map: The Paramina Rift



1 Enemy Group — Zombie x7 — A
2 Enemy Group — Zombie x3 — B
3 Enemy Group — Vampyr x3 — C
4 Enemy Group — Zombie x3 — D
5 Enemy Group — Zombie x5 — E
6 Enemy Group — Zombie x4, Vampyr — F
7 Enemy Group — Zombie x5 — G
8 Enemy Group — Vampyr x4 — H

MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	1	0

Foraging Item: Snowgrass

*1. Leaders other than Basch start here.
In addition to the enemies listed here, many more Zombies and Vampyrs emerge at brief intervals from the enemy summoning gates.

MISSION WALKTHROUGH

DEFEAT ENEMIES AND OPEN SUMMONING GATES

The only enemies that appear on this map are melee Zombies and flying Vampyrs, so make your leader and Esper deployment consists of flying and ranged units, or even just flyers; no enemy unit will enjoy a unit-type match-up advantage against your flying units, whereas melee Zombies can do extra damage to your ranged troops. Espers such as Wyverns who can attack in a wider swath are very useful. Also, consider putting Ultima in the Rank III slot of your Esper Troupe, since Vampyrs and Zombies are weak against Holy attacks.



Why the Undead Despise Kytes

Zombies and Vampyrs aren't particularly tough one-on-one, but they swarm dangerously on this map. Kytes's area-attack abilities can really thin enemy ranks. Also, equip him with his Traveler's Pouch to grant group immunity to Poison from Zombie attacks.

The objective is to defeat all the enemies, but this map teems with foes and many more pop up through the summoning gates all the time. The key is to shut down the gates. Follow the path on the Recommended Route map to eliminate enemies while proceeding to capture summoning gates. Remember, only leader units can open a summoning gate. Since there are no enemy leaders on the map, once you've opened a gate, there's no need to worry about the bad guys taking it back.



Penelo's Antidote Spell

Zombies are poisonous. Poison status dissipates quickly, but if it afflicts weakened units it can be troublesome. In that case, use Penelo's Esunaga to cure it instantly.

RECOMMENDED ROUTE



1. Summon as many flying Espers as possible.
2. Capture this summoning gate, then wipe out the nearby enemies.
3. Capture this summoning gate and destroy the surrounding foes.
4. Shut down the last enemy gate and defeat any remaining enemies.

After winning the mission, you unlock a Summoning Melee in the Paramina Rift. Play it to boost your characters levels, then move on to the Glabados Ruins.

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8-2C: Last Will and Testament

THE GLABADOS RUINS

LEVEL 42

MISSION PREREQUISITE

Clear Mission 8-1 and complete the "Taking Counsel" dialogue on the airship bridge.

OBJECTIVES

- Find the hidden chamber!
- Defeat the Elder Wyrm!
- At least one ally must survive.

Balthier suspects that Mydia's interest in the Glabados Ruins suggests that something important is still buried there. As such, the group revisits the site and discovers a new passageway. To find the hidden treasure, you must travel through a series of locked doors guarded by jealous keepers.



LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN | PENELO | KYTES | FILO | LLYUD | BALTHIER | FRAN | ASHE | BASCH

UNITS

DJINN LV. 41 — R I, T Melee, N W R

BOMB LV. 41 — R I, T Flying, N W R

BALASA LV. 42 — R II, T Melee, N W R

LAMIA LV. 42 — R II, T Ranged, N W R

IFRIT LV. 43 — R III, T Melee, N W R

ELDER WYRM LV. 43 — R III, T Ranged, N W R

OBTAINABLE ITEMS

Clear Items
Black Mask, Auracite

Items Gained from Goblin Pouch
Oakwood Stick (75%), Oakwood Log (25%)

Other Items Gained
None

8-3
Fighting Back Tears

Mission Map: Glabados Ruins, Cloister of Lamentation



8 Enemy Reinforcements
(Appears when the Yellow Door is opened.)
Balasa x4
A

9 Enemy Reinforcements
(Appears when the Green Door is opened.)
Djinn x2
Balasa x2
Ifrit
B

10 Enemy Reinforcements
(Appears when the Red Door is opened.)
Elder Wyrm
C

1 Enemy Group
Djinn x4
A

2 Enemy Group
Bomb x2
B

3 Enemy Group
Lamia x2
C

4 Enemy Group
Bomb x2
D

5 Enemy Group
Bomb x2
E

6 Enemy Group
Bomb x2
F

7 Enemy Group
Lamia x2
G

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

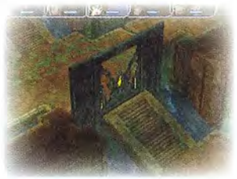
Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

★ Open yellow gate
★ Open green gate
★ Open red gate

MISSION WALKTHROUGH

You can't summon Espers during this mission, so you must rely on your five Leaders. Almost all of the enemy Espers in this dungeon are Fire creatures that suffer from Water weakness, so equip your leaders accordingly. You also face many melee units, so deploy both Filo and Llyud as leaders. Be sure to deploy at least one melee-type leader (Vaan or Basch) to take down the powerful, ranged Elder Wyrm who appears at the very end. The Elder Wyrm is susceptible to Fire attacks, so equip your melee leader with an appropriate weapon.



Dress for Warmth

Equip Penelo with her Crimson Gear if at all possible. Its great protective strength includes a special resistance to Fire attacks. For the same reason, have Kytes wear his Wizard's Robes and Llyud his Medallion of Fire if available.

PRESS THE SWITCHES TO OPEN DOORS

There are three colors of doors on the map: Yellow, Green, and Red. To open the doors, you must press switches of corresponding colors. The switch locations are shown on the Switch Diagram in this section. Other than the Elder Wyrm, the enemies won't attack the party directly until you approach them; try to lure a couple forward at a time to fight smaller groups. After defeating each wave, take some time to restore your party's HP before moving onward.

When you encounter the Elder Wyrm, let your melee leader (Vaan or Basch) take the lead but get everybody involved in the fight. Make sure Kytes flings his area spells, starting with Firaga (since the Wyrm is weak versus Fire). When the huge beast finally falls, you win the mission.



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SWITCH DIAGRAM

Gates 1-7	Switches
★	Opened by pressing either switch #1 or #2
★	Opened by pressing either switch #3 or #4
★	Opened by pressing switches #5 and #6, then #7.



Unfortunately, the treasure has already been pilfered. However, Balthier and Fran find a fascinating inscription in the stone, forming a message that reveals new depth to the story of Feolthanos and the mysterious Mydia.

TAKING COUNSEL: AIRSHIP'S BRIDGE

After clearing Missions 8-2A, 8-2B and 8-2C, the party ends up on the airship's bridge "Taking Counsel" again. After the meeting, tap the Ship Menu and choose "Launch" to trigger a conversation and unlock the next story mission destination in Bervenia.

Now you can travel to complete the new Monster Melee available at the Glabados Ruins. After that, head northwest to the newly opened location, Roda Volcano.

8-3: Fighting Back Tears

RODA VOLCANO

LEVEL 44

MISSION PREREQUISITE

Clear all three of the 8-2 missions, then launch the airship.

OBJECTIVES

- Reach the top of the volcano!
- At least one ally must survive.



The Map that Kytes and Filo found in the Glabados Ruins marks Roda Volcano. To gain some understanding of the Judge of Wings, the group heads toward the volcano, home of the Feol Viera.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

BOMB lv. 43
R I
T Flying
N W R

RED FLAN lv. 43
R I
T Melee
N W R

INFERNAL WOLF lv. 44,45
R II
T Melee
N W R

RED WYRM lv. 44
R II
T Ranged
N W R

FIRE DRAKE lv. 44
R II
T Ranged
N W R

OBTAINABLE ITEMS

Clear Items
None
Items Gained from Goblin Pouch
Unpurified Ether (75%), Demon Drink (25%)
Other Items Gained
None

8-4 Wayward Soul

Mission Map: Roda Volcano



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	2

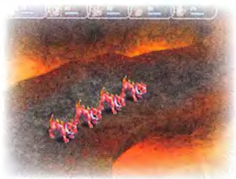
Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	3

MISSION WALKTHROUGH

DEPLOY WATER ESPERS!

Every enemy on the map is weak against the Water element. Other than healing units, you should be able to stock your entire Esper Troupe with Water-element Espers. Also, the strongest enemies on the map are the ranged Red Wyrms and Fire Drakes, so include a Rank II or higher melee Water Esper in your Esper Troupe.



Pre-Explode the Bombs

If groups of Bombs start drawing close to your party, eliminate them immediately so that they can't use their "Explode" ability.

If your characters are leveled up above 40 and you've equipped them properly, it's quite possible to systematically fight along the linear route to the location flagged on the overview map, defeating enemies as they come and opening the treasure chests along the way. Although enemy units won't appear from the enemy summoning gates, capturing the gates lets you summon more Espers to augment your army. If the Leviathan is in your Esper Troupe, summon him first.

COMPLETE THE MISSION WITHOUT BEING SEEN

Flying units can cross over places that ranged and melee units can't. It is possible to get your flying leaders directly to the mission goal very quickly and without fighting any enemies; just follow the Alternate Route shown in this section. However, this method ignores the treasure chests, so if you want to gain those items, take your allies across the cave to the destination in the normal way.



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Steer Carefully

When using the alternate route to avoid clashing with enemies, you must carefully guide the unit you're flying to the destination.

ALTERNATE ROUTE



Here's an alternate route if you want to bypass the stage quickly using flyers.

8-4: Wayward Soul

THE FEOL WARREN

LEVEL 45

MISSION PREREQUISITE

Clear Mission 8-3.

OBJECTIVES

- Defeat Chaos!
- Defeat Mydia!
- At least one ally must survive.

After making it through the volcanic cavern, the group reaches the Feol Warren, the Village of the Exiled, where the strange-looking tribe of viera once lived. There, they find the Judge of Wings laying waste to the last of the Feol Viera...



LEADER UNIT DEPLOYMENT (MAX UNITS: 5)

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH

UNITS

ALRAUNE — LV. 46 — R I — T Melee — N -- W -- R --

BOMB — LV. 46 — R I — T Flying — N W R

LAMIA — LV. 47 — R II — T Ranged — N W R

WYVERN — LV. 47 — R II — T Flying — N W R

CHAOS — LV. 48 — R III — T Flying — N W R

MYDIA — LV. 50 — R Leader — T Melee — N -- W -- R --

OBTAINABLE ITEMS

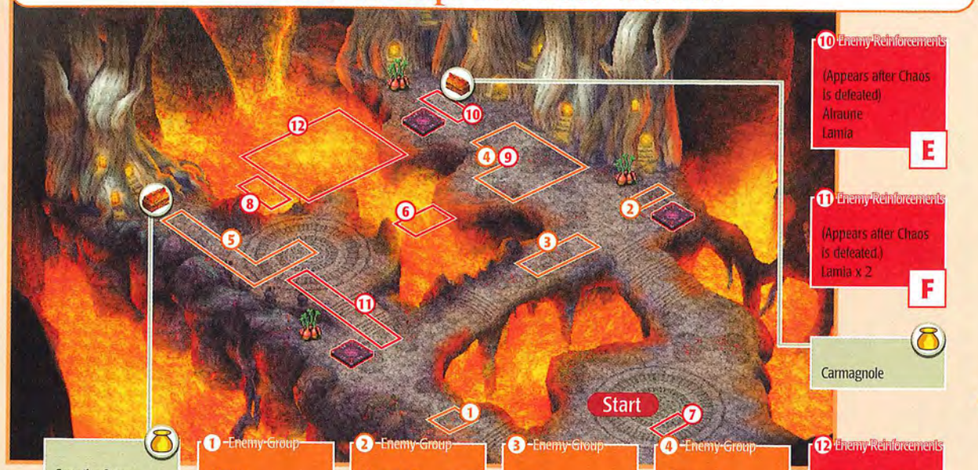
Clear Items
Rubber Suit, Auracite x2

Items Gained from Goblin Pouch
Adamant Nugget (75%), Adamant Ore (25%)

Other Items Gained
Nature's Wrath (Quickening for Kytes), Chaos (Esper)

8-4
Wayward Soul

Mission Map: The Feol Warren



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	3	2

Foraging Item: Knight Onions

*1. After the second time, Bomb x8.

MISSION WALKTHROUGH

Aside from the Alraunes and Mydia herself, all enemies in this mission are weak versus Water-element attacks. Flying Wyverns and Bombs are especially common in this mission, so put the ranged Water unit Shivar (and Shiva too, if possible) into your Esper Troupe. To prepare for the battle with Mydia, include a Rank II flying unit in your Troupe as well, preferably the Siren whose Water attacks will be effective against other enemies. As for leaders, use Kytes for his powerful Blizzaga attack; it makes fighting big groups of Bombs and Wyverns much easier.



CAPTURE ALL GATES

Not only are you fighting Chaos and Mydia in this mission, you'll also face unlimited waves of their minions. Remember, each summoning gate you open increases your Affinity and lets you increase your Esper force. Check out the path on the Recommended Route map in this section; you want to capture all three of the map's summoning gates so you can summon as many Espers as possible for the boss fight at the end. Until you capture all three gates and then work your way back to the first one, keep summoning ranged Espers to fight off the relentless waves of Bombs and Wyverns and to match missiles with the Lamias that keep coming.

Don't Get Confused

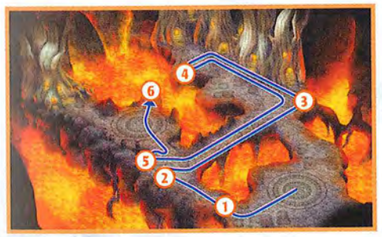
Fight the Lamias with Shiva and other units that resist Confuse, and use Kytes's Blizzaga to decimate the clusters of Bombs and Wyverns.



When you're ready to face Mydia, quickly dismiss your ranged Espers except Shiva; she and Kytes can fend off any stray enemy flyers down the home stretch. Meanwhile, summon flying Espers to fill the openings in your ranks, then make your final move on Mydia.

Keep your leaders safely back and let your flying Espers lead the assault. Use any quickenings that become active immediately—don't hold back now! If you've deployed Filo, use her Power Snare. If you've deployed Basch, use his Protectga to minimize the damage done to your own party. Otherwise, just hammer away and keep summoning replacement Espers from the nearby gate. Keep the pressure on Mydia until she finally falls, then watch the long, heartbreaking backstory…

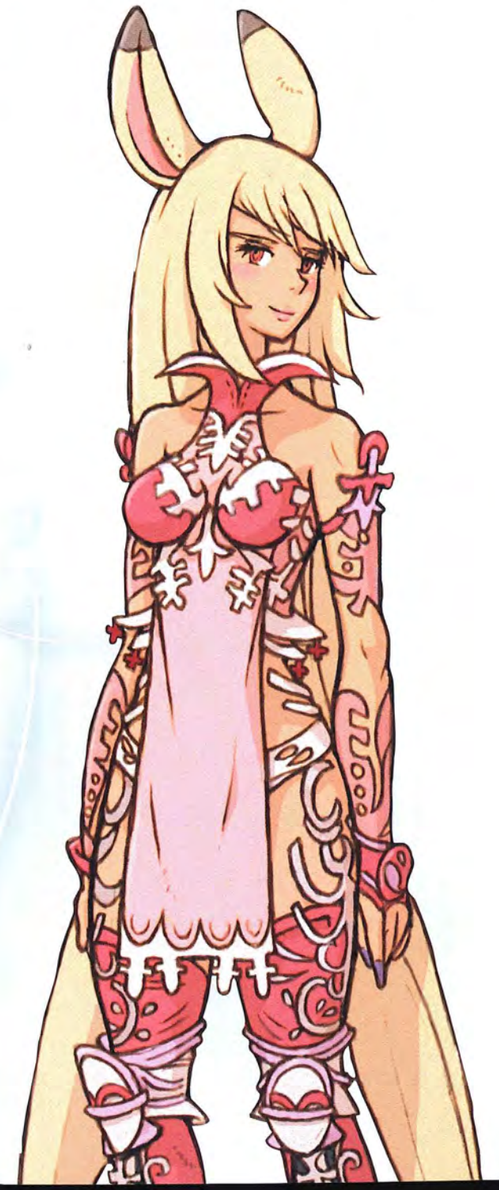
RECOMMENDED ROUTE



1. Defeat enemy group A.
2. Open the summoning gate and summon Shiva (if you have her in your Troupe) and more ranged Espers.
3. Open the summoning gate, then defeat enemy group D. Try to eliminate the Lamias first, followed by the Bombs and Chaos. Save the Alraunes for last, as their attacks aren't as powerful.
4. Open the summoning gate.
5. Dismiss all Espers except flying and healing units, then summon as many new flying units as possible.
6. Send your air force after Mydia. Keep your leaders safe!

WORLD MAP

When Mydia's chapter-ending tale ends, the party returns to the World Map with a new location unlocked: Eternity's March, in the skies above Lemurés. You also unlock a batch of new side missions on Tomaj's notice board, plus two new Melee Battles, both at the Feol Warren on the western edge of Ivalice on the World Map. Play what you can to level up your characters; you want your leaders' levels to be in the low to mid 40s before starting Chapter 9.



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9 THOUGHTS FORGOTTEN

KEEP OF FORGOTTEN TIME

GAME FLOW

Most of these missions feature enemy numbers that build up gradually to a fevered pitch. Tomaj's notice board missions "Wings of Midnight" and "Keeper of Precepts" are both very difficult, but you can form Pacts with top-class Espers by completing them.

STORY MISSION (GATES OF SHATTERED TIME)
- 9-1: Winged Warriors
- MB32: Summoning Melee

STORY MISSION (KEEP OF FORGOTTEN TIME)
- 9-2: Creator of Darkness

STORY MISSION (KEEP OF FORGOTTEN TIME)
- 9-3: Fallacy

STORY MISSION (KEEP OF FORGOTTEN TIME)
- 9-4: The Unconscionable

CHAPTER 9 COMPLETE

T78: Masterless Minions
T79: Wings of Midnight
T80: Keeper of Precepts
T81: Battle on the Big Bridge

WORLD MAP



After clearing Chapter 8, Eternity's March appears at the top left of the Lemurés World Map. If you enter this area, you move to the Keep of Forgotten Time. (If you want to return from there, simply move to the "To Lemurés" area.) Tap on the down arrow to land outside the Keep, then enter the Gates of Shattered Time to start the chapter.

9-1: Winged Warriors

GATES OF SHATTERED TIME

LEVEL 44

MISSION PREREQUISITE

Clear Mission 8-4.

OBJECTIVES

- Defeat all enemy leaders!
- At least one ally must survive.



Thanks to Mydia's help, the way to the Keep of Forgotten Time, Feolthanos's great fortress in the heavens, has been opened. Vaan and the others enter the gates of this fortress to settle things once and for all. But the captive spirits of fallen aegyl warriors stand in the Keep's gateway.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

OBTAINABLE ITEMS

Clear Items
Dragon Bracers, Auracite x3
Items Gained from Goblin Pouch
Fire Crystal (75%), Fire Gem (25%)
Other Items Gained
None

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9-1 Winged Warriors

UNITS

TIME'S SWORDMAIDEN lv. 43
R Leader
T Flying
N W -- R --

TIME'S WARDER lv. 43
R Leader
T Flying
N W R

TIME'S KNIGHT lv. 43
R Leader
T Flying
N -- W -- R

TIME'S MAN-AT-ARMS lv. 44-46
R Leader
T Flying
N W -- R --

CHOCOBO lv. 43
R I
T Melee
N -- W -- R --

CACTOID lv. 43
R I
T Ranged
N W R

IXION lv. 44
R II
T Melee
N W R

RAIDEN lv. 44
R II
T Flying
N W R

CU SITH lv. 44
R II
T Ranged
N W R

Mission Map: Gates of Shattered Time (1st Time)



1 Enemy Group: Cactoid x4 — A
2 Enemy Group: Cactoid x4 — B
3 Enemy Group: Cactoid x4 — C
4 Enemy Group: Cactoid x4 — D
5 Enemy Group: Time's Warder, Ixion x6 — E
6 Enemy Group: Time's Knight, Ixion x6 — F
7 Enemy Group: Time's Swordmaiden, Ixion x6 — G

In addition to the enemies listed here, Chocobos, Cactoids, Ixions, Raidens, and Cu Siths will emerge from the enemy summoning gate.

MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	1
Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

9-1 Winged Warriors

Mission Map: Gates of Shattered Time (2nd Time)



1 Enemy Group — Chocobo x3 — A
2 Enemy Group — Chocobo x2 — B
3 Enemy Group — Chocobo x2 — C
4 Enemy Group — Chocobo x3 — D
5 Enemy Group — Time's Man-at-arms Raiden x3 — E
6 Enemy Group — Time's Knight Raiden x3 — F
7 Enemy Group — Time's Warder Raiden x5 — G

MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	2

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

In addition to the enemies listed here, Chocobos, Cactoids, Ixions, Raidens and Cu Siths will emerge from the enemy summoning gate.

Mission Map: Gates of Shattered Time (3rd Time)



1 Enemy Group — Chocobo x3 — A
2 Enemy Group — Time's Swordmaiden Cu Sith x5 — B
3 Enemy Group — Time's Man-at-arms Cu Sith x5 — C
4 Enemy Group — Ixion x3 — D
5 Enemy Group — Ixion x3 — E
6 Enemy Group — Chocobo x3 — F
7 Enemy Group — Time's Knight Cu Sith x5 — G

MAP DATA

Summoning Gates	
Ally	2
Neutral	0
Enemy	2

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

In addition to the enemies listed here, Chocobos, Cactoids, Ixions, Raidens and Cu Siths will emerge from the enemy summoning gates.

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

Mission Map: Gates of Shattered Time (4th Time)



1 Enemy Group — Time's Man-at-arms Ixion x5 — A
2 Enemy Group — Time's Swordmaiden Ixion x5 — B
3 Enemy Group — Chocobo x4 — C
4 Enemy Group — Chocobo x4 — D
5 Enemy Group — Cactoid x2 — E
6 Enemy Group — Cactoid x2 — F
7 Enemy Group — Time's Warder Cu Sith x5 — G
8 Enemy Group — Time's Knight Raiden x5 — H

MAP DATA

Summoning Gates	
Ally	2
Neutral	0
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

In addition to the enemies listed here, Chocobos, Cactoids, Ixions, Raidens and Cu Siths will emerge from the enemy summoning gate.

MISSION WALKTHROUGH

This mission consists of four back-to-back battles. Each time you clear the battlefield, time warps and the party is tossed back to their starting position on the same map, but with a new set of enemies and a slightly different arrangement of summoning gates. In each battle, you face a mix of enemy unit types, so you'll want a good mix of units in your Esper Troupe.



Take a Rank II Earth-element flyer like the Atomos to hit the enemy Ixions, which are weak versus Earth; use a strong Fire-element melee unit like the Balasa to counter enemy Cu Sith and Cactoid ranged units, which are both weak versus Fire; and unleash a strong ranged unit with Earth-element attacks like the Cu Sith (or better yet, the Rank III Hashmal) to take on the flying enemy Raidens and the tough aegyl leaders.

After defeating all of the enemy leaders in one battle, the next one begins immediately. After you defeat all enemy leaders in the fourth battle, you win the mission. Although it's four separate battles, you can use the same basic tactics for each one. In general, you want to start by gathering around the nearest blue summoning gate and summoning a full complement of units. Defend the gate against the first group of enemies, then start targeting groups led by the enemy aegyl leaders. Keep summoning new units and make sure your group is filled to capacity.

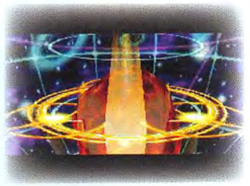
Retreat to Gates When Necessary

If you're getting overwhelmed, run to the nearest summoning gate that you control to reduce the amount of time your newly summoned units jump into the fray.

At the start of each new battle, the placement of summoning gates changes and the number increases, but your starting position and number of Espers will revert back to the same as when the mission began—any Espers you summoned during the last battle disappear. Again, start out on defense at an open gate and rebuild your force with new Espers as you fight off aggressive enemy attackers.

It's important to *use* your quickenings! You should have several big spells in your group's arsenal by now. A good time to utilize an area effect quickening attack like Vaan's Pyroclasm or Kytes's Nature's Wrath is when you first approach an aegyl leader. Each enemy aegyl is usually surrounded by five strong Rank II troops. Target the leader with the quickening; not only will he suffer damage, but his surrounding minions will be decimated in one good shot. This lets you swoop in on the weakened leader and take him out quickly, then move on to the next one.





When Things Look Grim, Dance!

Don't forget to unleash Penelo's Dance of Rapture quickening when your forces are suffering. This spell fully restores all of your allies' HP and removes all debuffs.

When you finally make it through the fourth battle and eliminate the aegyl leaders, the entry to the Keep of Forgotten Time is unlocked. Enter to continue the story, or take some time to explore side missions to level up your characters a bit.

9-2: Creator of Darkness

THRONE OF FEOLTHANOS

LEVEL 47



MISSION PREREQUISITE

Clear Mission 9-1.

OBJECTIVES

- Defeat Feolthanos!
- At least one allied leader must survive.

After relieving the lost aegyl of the curse forcing their souls to battle endlessly, Vaan's group proceeds toward the Throne Room. There, they meet Feolthanos, who shows them a disturbing vision of warfare and slaughter and then summons anima-starved enemies from outside the Keep to join him.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

FEOLTHANOS — LV. 48 — R Leader — T Melee — N -- W -- R --

SALAMANDER — LV. 48 — R I — T Ranged — N W R

SAHAGIN — LV. 48 — R I — T Melee — N W R

CACTOID — LV. 48 — R I — T Ranged — N W R

CÚCHULAINN — LV. 49 — R II — T Melee — N W R

BELIAS — LV. 50 — R III — T Ranged — N W R

MATEUS — LV. 54 — R III — T Flying — N W R

CHAOS — LV. 56 — R III — T Flying — N W R

OBTAINABLE ITEMS

Clear Items
Carabineer Mail, Auracite

Items Gained from Goblin Pouch
Water Crystal (75%), Water Gem (25%)

Other Items Gained
None

Mission Map: Keep of Forgotten Time, Gates of Shattered Time



1 Enemy Group — Salamander x4 — A
2 Enemy Group — Salamander x4 — B
3 Enemy Group — Salamander x4 — C
4 Enemy Group — Salamander x4 — D
5 Enemy Group — Cactoid x8, Belias — E
6 Enemy Group — Salamander x4 — F
7 Enemy Group — Salamander x4 — G
8 Enemy Group — Cúchulainn x3 — H
9 Enemy Group — Cúchulainn x3 — I
10 Enemy Group — Salamander x4, Cactoid x3, Cúchulainn x3, Feolthanos — J
11 Enemy Group — Sahagin x3 — K
12 Enemy Group — Sahagin x3 — L
13 Enemy Reinforcements — (Appears when Belias is defeated.) Mateus — A
14 Enemy Reinforcements — (Appears when Mateus is defeated.) Chaos — B

In addition to the enemies listed here, Salamanders, Sahagins, Cactoids, and Cúchulainns will appear from the enemy summoning gate

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	5

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

MISSION WALKTHROUGH

There are two powerful Rank III flying Espers this mission, Mateus and Chaos, so start by putting a Rank III ranged unit in your Esper Troupe. Try using Tiamat because Mateus is particularly weak versus Tiamat's Lightning attacks. Add a melee unit and a flyer in your two Rank II slots. For example, use Raiden (flying) to hit the enemy Sahagins and Cúchulainns (both melee) with Lightning attacks, plus your own Cúchulainns to launch Water melee attacks against the ranged Belias, who is weak versus Water. Other unit combinations can work too, but this is the one that will work best.



When the mission begins, capture the two nearby summoning gates, then stay put near the second one and lure enemies to your group for a short while. (See the path on the Recommended Route map for a good approach.) Next, move to defeat Belias in the center of the map. You want to save Feolthanos for last; fortunately, he won't move from his spot until you approach him.

After defeating Belias, Mateus appears near the center of the field. If your party is hurting, simply withdraw to one of your summoning gates as you summon reinforcements and Mateus will follow. When you defeat Mateus, Chaos appears in the same spot in which Mateus appeared. Defeat all these enemies without drawing near Feolthanos, open all the other summoning gates, then fling your full force against Feolthanos.

Maximum Strength

Try to capture all four of the summoning gates so you can summon the largest possible force of Espers before you hit Feolthanos. Your dark foe is a melee unit, so swarm him with lots of flyers.

RECOMMENDED ROUTE



1. Open the summoning gate and summon as many Rank II-III Espers as possible.
2. Defeat the enemies gathered here, but keep your distance from Feolthanos for now.
3. Open all the summoning gates, then attack Feolthanos.

9-3: Fallacy

THRONE OF FEOLTHANOS

LEVEL 49

MISSION PREREQUISITE

Clear Mission 9-2.

OBJECTIVES

- Defeat all enemies!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

It turns out that the "battle" with Feolthanos was but an illusion. The group once again enters the Keep of Forgotten Time, this time looking for the real foe. But the true identity of Feolthanos, who has existed for thousands of years, is a shocking surprise...



UNITS

GOBLIN

LV. 49 | R I | T Melee | N W R

SHIVAN

LV. 49 | R I | T Ranged | N W R

BALASA

LV. 50 | R II | T Melee | N W R

DIABOLOS

LV. 50 | R II | T Flying | N -- W -- R --

CARBUNCLE

LV. 50 | R II | T Ranged | N W -- R --

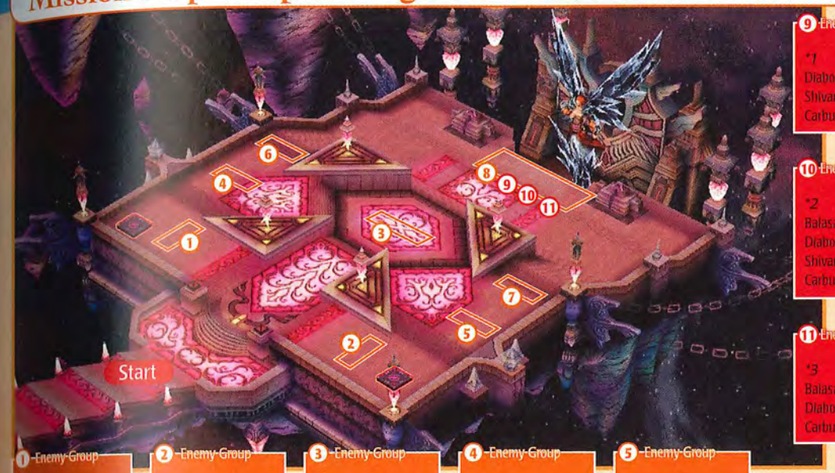
OBTAINABLE ITEMS

Clear Items
None

Items Gained from Goblin Pouch
Storm Crystal (75%), Storm Gem (25%)

Other Items Gained
None

Mission Map: Keep of Forgotten Time, Feolthanos, the Last Auralith



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	2

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

1 Enemy Group — Goblin x2 — A
2 Enemy Group — Goblin x2 — B
3 Enemy Group — Diabolos x3, Shivan x3 — C
4 Enemy Group — Diabolos x3 — D
5 Enemy Group — Diabolos x3 — E
6 Enemy Group — Balasa x3 — F
7 Enemy Group — Balasa x3 — G
8 Enemy Group — Goblin x6, Shivan x4, Carbuncle x2 — H

9 Enemy Reinforcements *1 — Diabolos x6, Shivan x4, Carbuncle x2 — A
10 Enemy Reinforcements *2 — Balasa x5, Diabolos x2, Shivan x3, Carbuncle x5 — B
11 Enemy Reinforcements *3 — Balasa x7, Diabolos x3, Carbuncle x5 — C

In addition to the enemies listed here, Goblins, Shivan, Balasas, Diabolos and Carbuncles will appear from the enemy summoning gates.

*1. Appears after you defeat all enemies, or after two minutes.
*2. After enemy reinforcements A appears, B appears once you defeat all enemies, or after four minutes.
*3. Once enemy reinforcements B appears, C appears after you defeat all enemies, or after six minutes.

MISSION WALKTHROUGH

The strategy for this mission is fairly straightforward. Many enemies appear here, but none of them are super powerful, especially if you face each wave with your group massed around a summoning gate. Before you start, put ranged units with large area-attack abilities in your Esper Troupe; any elemental property works. Shiva is a good choice for your Rank III slot, and Kytes is a good leader here with his Blizzaga and other area attacks. Give yourself a good unit mix because the enemy force is very balanced, deploying Diabolos (flying), Balasa/Goblin (melee), and Shivan (ranged), plus quite a few Carbuncle healers.



Gate Camp

If you just camp by the summoning gate, you can fight a more manageable fight, with enemy waves spaced apart giving you time to quickly replace your losses.

Most of the enemy units track directly to your position within minutes, so just open one of the nearby summoning gates and wait for foes to approach. Of course, this tactic requires some patience and takes a while. If you want to clear the mission faster, take control of both gates to cut off the enemy's summoning flow, then move to the spot in front of the Feolthanos auralith where the three waves of enemy reinforcements appear. There you can finish off each wave as quickly as it appears.



PART 1: World Guide
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PART 4: Data

9-4: The Unconscionable

FEOLTHANOS, THE LAST AURALITH

LEVEL 51

MISSION PREREQUISITE

Clear Mission 9-3.

OBJECTIVES

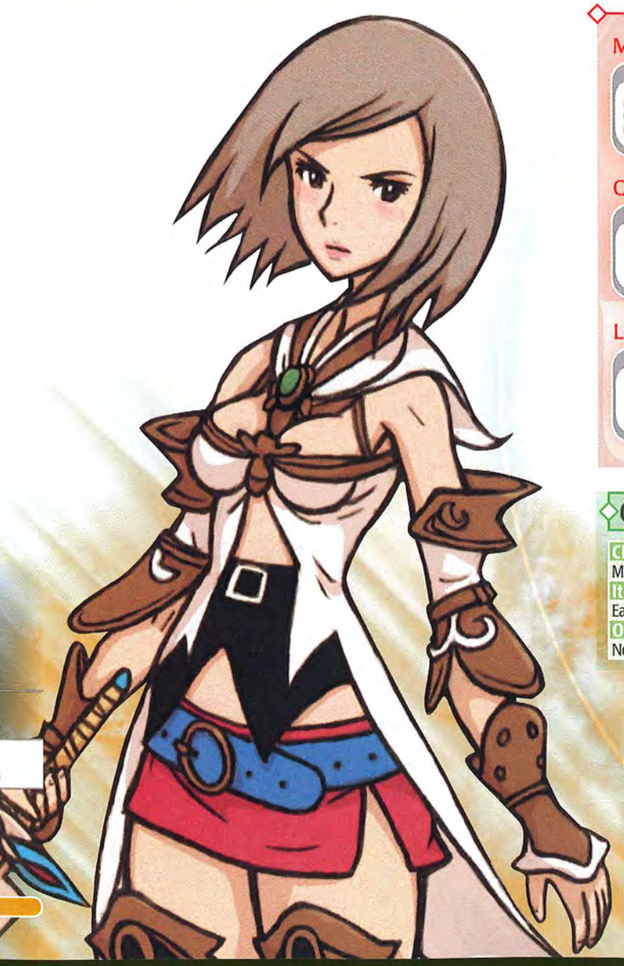
- Defeat Mydia!
- At least one ally must survive.

After eliminating the Esper hordes, Vaan and the others try to convince Feolthanos to release the aegyl anima. Feolthanos, transformed by his years of feeding on auracite, refuses to hear their pleas and cruelly brings back the illusionary form of Mydia to fight them.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH



UNITS

MYDIA
LV. 52 — R Leader — T Melee — N -- W -- R --

DJINN
LV. 52 — R I — T Melee — N W R

QUETZALCOATL
LV. 52 — R I — T Ranged — N W R

TONBERRY
LV. 53 — R II — T Melee — N -- W -- R --

LAMIA
LV. 53 — R II — T Ranged — N W R

RAIDEN
LV. 53 — R II — T Flying — N W R

OBTAINABLE ITEMS

Clear Items
Minerva Bustier, Grand Helm, Auracite x 2
Items Gained from Goblin Pouch
Earth Crystal (75%), Earth Gem (25%)
Other Items Gained
None

Mission Map: Keep of Forgotten Time—Feolthanos, the Last Auralith



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	5

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

In addition to the enemies listed here, Djinns, Quetzalcoatls, Tonberrys, Lamias and Raidens will appear from the enemy summoning gates.

1 Enemy Group — Quetzalcoatl x2 — A
2 Enemy Group — Quetzalcoatl x2 — B
3 Enemy Group — Lamia x4 — C
4 Enemy Group — Lamia x4 — D
5 Enemy Group — Quetzalcoatl x3, Djinn x8 — E
6 Enemy Group — Raiden x3 — F
7 Enemy Group — Raiden x4, Tonberry x4 — G
8 Enemy Group — Raiden x4, Tonberry x4 — H
9 Enemy Group — Raiden x4 — I
10 Enemy Group — Mydia, Tonberry x4, Lamia x4 — J
11 Enemy Reinforcements — Raiden x6 (Appears regularly)

MISSION WALKTHROUGH

This is a very tough fight. Several tough squadrons of flying Raidens populate this mission, so add a high-ranked ranged unit to your Esper Troupe. The Rank II Cu Sith, who inflicts Earth damage, is a good option; use him to hit the Raiden where he's weak. Mydia and the Tonberrys are melee units with no special elemental weaknesses, so deploy a flying Esper of any element; try using Chaos, who can stand toe to toe with Mydia for a while, providing the crucial extra seconds you may need to take her down. The melee Cúchulainn is good for countering the Lamia and her weakness versus Water.

Make sure your leaders are properly equipped to counter Mydia's minions. Equip Llyud with his Mythril Gloves to grant immunity to the Confuse status dealt by enemy Lamias. Also, make sure Kytes slings his Earth-area spells like Stonega at the enemy Raiden swarms.

Watch the Match-ups

A number of Raidens are scattered about the field. Don't let your melee units get too close to them; keep your Cu Siths in the front ranks for your march across the field.

When the mission starts, follow the path on the Recommended Route map in this section to open three of the five summoning gates. (You can't capture either of the last two without drawing Mydia toward the group.) Once you finally engage enemy group J, turn all your focus on Mydia. Again, she's a very tough opponent, so unleash any of your leaders' quickenings the moment they appear and keep your leaders (especially your healer, Penelo) at a safe distance. Let Chaos and your other Espers do the bulk of the fighting, and keep fortifying and summoning new units.

Draw Out Mydia

Try to lure Mydia into the middle of the field with ranged attacks. Once she's on the chase, ignore her minions and concentrate everyone's attacks on her. Mydia's attacks are far too deadly to give her any spare time or breathing room.

RECOMMENDED ROUTE

1. Open these three summoning gates.
2. Draw Mydia out with long-ranged attacks and defeat her.



10 WINGS ETERNAL

KEEP OF FORGOTTEN TIME

GAME FLOW

These three missions occur in rapid succession. Mission 10-3 is actually two missions in a row; the second battle features Vaan by himself. The strength of his enemies in that mission varies depending upon your mission completion percentage.

STORY MISSION (KEEP OF FORGOTTEN TIME)
- 10-1: Waiting in the Wings

STORY MISSION (KEEP OF FORGOTTEN TIME)
- 10-2: The Abyss

STORY MISSION (KEEP OF FORGOTTEN TIME)
- 10-3: Revenant Wings

CHAPTER 10 COMPLETE
- After completing the Story Missions, you unlock a special Deep Dungeon that offers hours of challenging bonus play.

OBTAINABLE ITEMS

Clear Items
None

Items Gained from Goblin Pouch
None

Other Items Gained
None

PART 1: World Guide
PART 2: Game Basics
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WORLD MAP



When you finished Chapter 9, you unlocked a new location in the Keep of Forgotten Time called the Well of Whispered Oaths. Enter the Keep; Penelo asks if you're ready. If you choose "I'm good to go!", the final missions begin. If you choose the negative, you return to the World Map. If you return to the Keep of Forgotten Time after that, you start at the beginning of your last uncompleted battle.

10-1: Waiting in the Wings

WOMB OF FEOLTHANOS

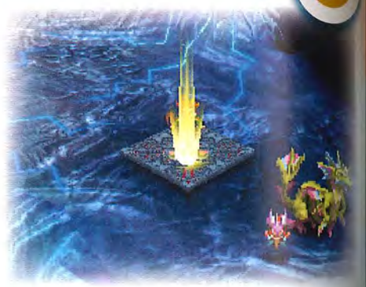
LEVEL 52

MISSION PREREQUISITE

Clear Mission 9-4.

OBJECTIVES

- Capture the summoning gates!
- At least one ally must survive.



Vaan's party moves beyond the Throne room to a strange, dark landscape deep inside the Keep. Vaan suggests it might be some kind of reflection of Feolthanos's anima. But suddenly, lots of Yarhi emerge from summoning gates. The best option is to close those gates!

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

REMORA LV. 56 — R I, T Melee, N ⚡ W 💧 R ⚡

AQUARIUS LV. 56 — R I, T Flying, N 💧 W ⚡ R 💧

SALAMANDER LV. 56 — R I, T Ranged, N 🔥 W 💧 R 🔥

RAIDEN LV. 57 — R II, T Flying, N ⚡ W 💧 R ⚡

LEVIATHAN LV. 58 — R III, T Melee, N 💧 W ⚡ R 💧

10-1 Waiting in the Wings

Mission Map: Keep of Forgotten Time, Womb of Feolthanos I



MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	5

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

In addition to the enemies listed here, Remoras, Aquariuses, Salamanders, Raidens and Leviathan will emerge from the enemy summoning gates. (Only one Leviathan appears on the map at a time.)

MISSION WALKTHROUGH

FORM AN ASSAULT ON LEVIATHAN

Crowds of Espers cluster around the enemy summoning gates, so deploy Leaders and Espers with large attack areas. You also need a powerful Lightning-element flying Esper in your Esper Troupe to counter Leviathan. Ramuh, a Rank III flyer with large area attacks, is almost custom-made for this mission. Put him at the vanguard of your forces once he's summoned, and always send him in first against the Leviathan. Keep in mind that even after you defeat Leviathan, he'll be summoned again.



As for specific mission strategy, it's pretty simple: just move counter-clockwise around the field and open the enemy summoning gates in the process. Watch out for enemies approaching from behind! It's easy to get caught in a dangerous pincer attack. Watch the overhead map carefully. Whenever you see enemies sneaking up on your rear guard units, turn and wait for them, defeat them, then move on to the next summoning gate before more foes appear.

Hole Hopping

Flyers and units with Float status can traverse the two large chasms on the map. Keep this in mind if you need to send flying reinforcements quickly across the map.



10-2: The Abyss

WOMB OF FEOLTHANOS

LEVEL 53

MISSION PREREQUISITE

Clear Mission 10-1.

OBJECTIVES

- Destroy the enemy soul crystal!
- At least one ally must survive.



Vaan's group seals the summoning gates and proceeds deeper into the Keep. In the next chamber, you run into powerful new foes—ancient members of the aegyl race summoned by Feolthanos to halt your advance into his inner sanctum. A soul crystal keeps them constantly reanimated; unfortunately, your party doesn't have its own crystal.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

PHEA, MAELSTROM'S EYE — LV. 58 — R Leader; T Flying; N W R

EUMA, LIGHT UNBIDDEN — LV. 58 — R Leader; T Flying; N W R

GEUSE, BILLOWING CLOUD — LV. 58 — R Leader; T Flying; N -- W -- R --

TYCA, REALMCROSSER — LV. 58 — R Leader; T Flying; N W -- R --

INTE, AUSTRAL WIND — LV. 58 — R Leader; T Flying; N -- W -- R --

SYLPH — LV. 58 — R I; T Ranged; N -- W -- R --

GARCHIMACERA — LV. 58 — R I; T Flying; N -- W -- R --

TONBERRY — LV. 59 — R II; T Melee; N -- W -- R --

DIABOLOS — LV. 59 — R II; T Flying; N -- W -- R --

ODIN — LV. 60 — R III; T Melee; N -- W -- R --

OBTAINABLE ITEMS

Clear Items
None

Items Gained from Goblin Pouch
None

Other Items Gained
None

PART 1: World Guide
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Mission Map: Keep of Lost Time, Womb of Feolthanos II



MAP DATA

Summoning Gates	
Ally	0
Neutral	2
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	1

	FP	
0	0	0

In addition to the enemies listed here, Sylphs, Garchimaceras, Tonberrys, Diaboloses and Odin will appear from the enemy summoning gate. (Only one Odin appears on the map at any time.)

MISSION WALKTHROUGH

All the enemy leaders here are aegyls—hence, flying units. Add in the Diabolos and Garchimaceras and you will see a lot of flyers in this mission. Thus, it's clear you want plenty of good ranged Espers; put the Rank II Lamia in your Esper Troupe. But if you deploy only ranged units to counter the flyers, the battle against Odin at the red soul crystal will be extremely difficult.



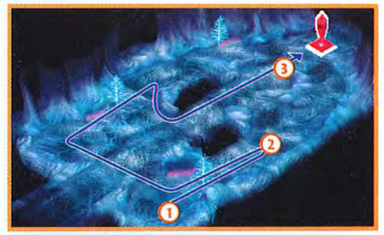
Odin is a Rank III melee Esper, very powerful and lethal versus ranged units, so you need good flyers, too. Start by putting Chaos, your Rank III Fire Esper, in your Esper Troupe. It's not a bad idea to deploy both Filo and Llyud amongst your leaders and add Wyverns to your troupe. The Wyverns match up well with the aegyl leaders, especially Phea and Euma, both of whom are weak versus Fire. Odin has no elemental nature or special weakness, so Fire attacks work as well as anything against him.

Right after the mission starts, enemy group B will make a move on the neutral summoning gate to the right of your starting point. Defeat enemy group A near the gate, then defeat group B and capture the gate, then head northeast and capture the next summoning gate. After that, simply follow the Recommended Route (see the map to the right) to rack up big EXP bonuses before you dive into the final story mission. If you want to quickly clear the mission, just travel up the right side of the map, then head directly to the soul crystal.

Let Chaos Lead

The battle in front of the soul crystal will be a rough one. Send your Rank III Esper in front of your group to act as a shield.

RECOMMENDED ROUTE



1. Defeat enemy groups A and B and capture the summoning gate, then summon as many Espers as possible.
2. Capture this gate; indeed, capture all of the summoning gates as you proceed.
3. Defeat the enemies in the area, then destroy the soul crystal.

10-3: Revenant Wings

FEOLTHANOS EXULTANT

LEVEL 55*

*99 if you've completed 100% of the missions

MISSION PREREQUISITE

Clear Mission 10-2.

OBJECTIVES

(1ST PHASE)
- Defeat Feolthanos!
- At least one ally must survive.

(2ND PHASE)
- Challenge Feolthanos!
- Vaan must survive.



Feolthanos lies in wait in the Keep's inner sanctum. Transformed into a Yarhi, he is a massive three-part monster—his torso is Feolthanos Medi and his two arms are Feolthanos Dex and Feolthanos Sinis. You must defeat Medi to unlock Feolthanos's anima, as well as to free the animae he's stolen from all those poor souls.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

FEOLTHANOS MEDI
LV. 60
R Leader
T Flying *1
N -- W -- R --

FEOLTHANOS DEX
LV. 58 *2
R Leader
T Melee
N -- W -- R --

FEOLTHANOS SINIS
LV. 58 *2
R Leader
T Melee
N -- W -- R --

WING WRAITH
LV. 55 *2
R I
T Melee
N -- W -- R --

BAHAMUT
LV. 56 *2
R III
T Flying
N -- W -- R --

FEOLTHANOS
AVG LV.+3
R Leader
T Flying
N W -- R --

PENELO (NEUTRAL)
LV. *3
R Guest
T Ranged
N W -- R *3

KYTES (NEUTRAL)
LV. *3
R Guest
T Ranged
N *3 W *3 R *3

FILO (NEUTRAL)
LV. *3
R Guest
T Flying
N *3 W *3 R *3

LLYUD (NEUTRAL)
LV. *3
R Guest
T Flying
N *3 W *3 R *3

BALTHIER (NEUTRAL)
LV. *3
R Guest
T Ranged
N *3 W *3 R *3

FRAN (NEUTRAL)
LV. *3
R Guest
T Ranged
N *3 W *3 R *3

ASHE (NEUTRAL)
LV. *3
R Guest
T Ranged
N *3 W *3 R *3

BASCH (NEUTRAL)
LV. *3
R Guest
T Melee
N *3 W *3 R *3

*1. Feolthanos Medi's attacks deal melee damage.
*2. Level 75 if you've cleared 100% of the game's missions.
*3. Carries over into 2nd phase of battle from when Feolthanos Medi is defeated.

OBTAINABLE ITEMS

Clear Items
None

Items Gained from Goblin Pouch
None

Other Items Gained
None

Mission Map: Keep of Forgotten Time (1st Phase)



MAP DATA

Summoning Gates	
Ally	2
Neutral	0
Enemy	0

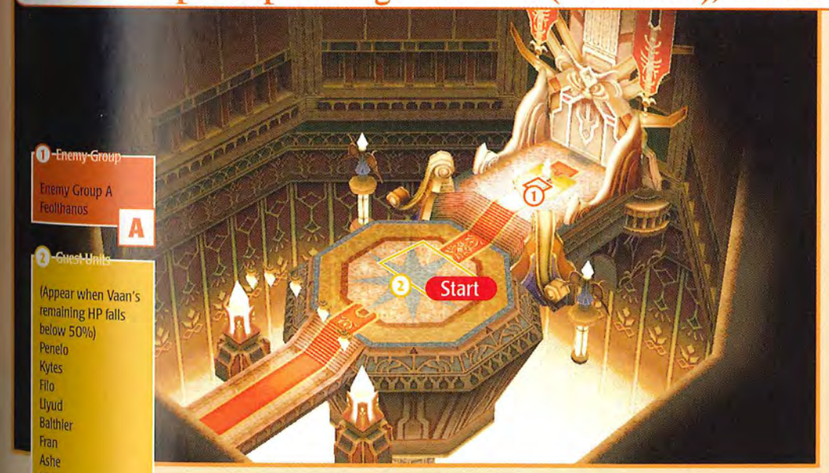
Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

1 Enemy Group — Wing Wraith x9 — A
2 Enemy Group — Wing Wraith x6 — B
3 Enemy Group — Wing Wraith x6 — C
4 Enemy Group — Feolthanos Dex — D
5 Enemy Group — Feolthanos Medi — E
6 Enemy Group — Feolthanos Sinis — F
7 Enemy Reinforcements — (Appears at 1:00 intervals after 0:30.) *1 — Wing Wraith x3 — A
8 Enemy Reinforcements — (Appears at 1:00 intervals after 1:00.) *2 — Wing Wraith x3 — B
9 Enemy Reinforcements — (Appears at 0:30 intervals after 1:15.) — Wing Wraith x4 — C
10 Enemy Reinforcements — Bahamut *3 — D

*1. Appearances stop after Feolthanos Sinis is defeated.
*2. Appearances stop after Feolthanos Dex is defeated.
*3. Appears when Feolthanos Medi reaches 50% HP.

Mission Map: Keep of Forgotten Time (2nd Phase), Throne of Feolthanos



1 Enemy Group — Enemy Group A — Feolthanos — A

2 Guest Units — (Appear when Vaan's remaining HP falls below 50%) — Penelo, Kytes, Filo, Llyud, Balthier, Fran, Ashe, Basch

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

10-3 Revenant Wings

MISSION WALKTHROUGH

USE MOSTLY FLYERS

This mission consists of two successive phases of battle. The first is against the giant Feolthanos. The only minions that appear here are non-elemental melee Wing Wraiths and the great flying beast Bahamut, so put two flying Espers in your Esper Troupe (one Rank III and one Rank II) without worrying about their elemental properties (try out Chaos and the Wyvern). Next, fill up your remaining slots with healing and support units.





Depending on how you've leveled up your characters, consider deploying Filo, Llyud, Wyverns, and Chaos as your front row assault group, with Penelo and Carbuncles as mid-row healers and Kytes or any other ranged leaders/Espers in back-row support positions. If Basch has the Apocalypse Shield quickening in his Magick/Ability list, definitely deploy him; set his Protectga spell as his gambit and make sure you keep him safely behind the front row, with Penelo and Kytes.

Toast the Wraiths

Since unlimited numbers of Wing Wraiths appear in this mission, deploy flying units with wide area attacks like Wyverns.

Dismiss the Espers that originally spawn in with Kytes and Basch and use the regained Affinity to summon more Wyverns. The idea is to summon Chaos and as many Wyverns as possible into Llyud's and Filo's flying groups. Remember, you can put up to eight Espers in each leader's group.

DEFEAT THE ARMS OF FEOLTHANOS FIRST

During the battle's first phase, Feolthanos's body acts as three separate entities. His two arms, Dex and Sinis, not only fight but summon Wing Wraiths from nearby summoning circles. (Note: You can't capture these circles.) To advance to the battle's second phase, you must defeat Feolthanos's torso/head (Feolthanos Medi), but leaving either of his two arms "alive" and still summoning their reinforcements can make the battle extremely difficult.

Defeat the arms first to reduce the flow of Wing Wraiths onto the field. Of the two arms, target Feolthanos Dex first (the one in the upper left) to put a stop to its Condemnation attack, which damages all your units at once. After KO'ing an arm, you eliminate its nearby Wraith-summoning circle. Just to be clear, here's what happens when you destroy each of the body parts:

DEFEATED PART	NAME	RESULT
Torso	Feolthanos Medi	Proceed to 2nd Phase of battle.
Left Arm	Feolthanos Sinis	Enemy reinforcements A stop spawning.
Right Arm	Feolthanos Dex	Enemy reinforcements B stop spawning.



RETREAT WHEN BAHAMUT APPEARS

To attack Feolthanos Medi you must climb the long central staircase. Send your assault group (Filo, Llyud, Wyverns, and Bahamut) up the stairs first, defeating any Wing Wraiths along the way, then start hitting the monster's torso. Feolthanos Medi won't do anything until his HP reaches 50%, but at that point, he smacks you with a lethal double whammy. First, he summons the flying Bahamut and then, after about 30 seconds, he unleashes his withering Faithless Cry attack.

Use Basch's Apocalypse Shield

If you've deployed Basch and his Apocalypse Shield quickening is available, save it until about 30 seconds after Bahamut appears. Trigger the shield to protect all of your units from the brutal blast of Feolthanos' Faithless Cry.

If Apocalypse Shield isn't available yet, don't send your force upstairs to hit Feolthanos Medi. Just keep battling Wing Wraiths with Basch until he builds up enough magick to gain his quickening.



When Bahamut appears, immediately pull back downstairs to get as many of your troops outside the Faithless Cry attack radius. If you have Basch's Apocalypse Shield available, wait about 30 seconds and then trigger it to nullify the Faithless Cry effects. Otherwise, many of your units, if not most, will get caught in the mega-attack and be KO'd or severely damaged. If this occurs, summon new units immediately.



Try to get some healing done despite Bahamut's pursuit. (This is a great time for Penelo's Dance of Rapture, if it's available; it restores full HP to all friendly units on the field.) Next, send your assault group of flyers forward to attack Bahamut, making sure your healers don't get caught up in his killer Megaflare attack.

Put Your Healers in a Safe Place

After defeating both arms (Dex and Sinis), park your healers and ranged support units in the space next to the platform (within the circle shown here) to keep them safe. By keeping them in that area, they can fling their magicks and ranged attacks without taking damage from Feolthanos Medi's Faithless Cry.



After defeating Bahamut, ascend the stairs with your attackers once again. Important: Don't send your healing or support units up the stairs, too! Plant Penelo, her Carbuncle group, Basch, and Kytes just to the side of the platform. That way, Penelo and crew can continue healing and Kytes can fling Flare and other magick attacks onto the platform without being caught in the Feolthanos's Faithless Cry blasts.

SECOND PHASE: VAAN VS. FEOLTHANOS

The second battle starts with Vaan fighting alone, without any Espers or allies, against Feolthanos's man-like form. It's extremely difficult to defeat him, but when Vaan's HP reaches 50%, your allies will appear as Guest Characters, restore all of your HP, and then the final fight begins with nine allies against Feolthanos. In the meantime, you want to get in some good shots at him. A good tactic is to employ Vaan's Steal Speed, Steal Defense, and Steal Power abilities to weaken Feolthanos.

Retry Options

Mercifully, if you get KO'd during the second phase of Mission 10-3, you return at the start of the second battle, not the first. However, if you exit all the way to the World Map, you must re-fight the entire mission from the first battle again!

AVOID THE SHINING RAY

Although your allies reappear, you still control only Vaan. If Vaan's HP runs out you lose the mission, even if the rest of your allies are healthy. When your allies appear and the battle starts anew, Feolthanos unleashes his Shining Ray attack to strike a wide area of the field. Avoid it by using Vaan's Sprint ability to escape the attack's field.

Keep Vaan out of danger! If his HP starts running low, pull him back and leave the battle to the Guest Units until Vaan gets healed up. When Feolthanos's HP reaches 10% or lower, you trigger the ending.

HOW TO FIGHT AT LEVEL 99

If you have 100% of all missions completed going into Mission 10-3: Revenant Wings, the enemies that appear during the first battle are all Level 99 monsters. (You don't have to be Level 99 yourself, but you should be at least at 65 or 70.) The primary strategy in this case shouldn't change from what was described previously, but the damage you receive from enemies will be much higher. Move your healing units to a safe place, and let Bahamut and the Wing Wraiths come toward Vaan. If your flying units get easily decimated by the enemies, then level up in Melee Battles for a while and return to give it another go.

Just Reward

If you can defeat the Level 99 Feolthanos, you get to view a secret ending.

PART 1: World Guide
PART 2: Game Basics
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T46-T47

TOMAJ'S NOTICE BOARD HUNTS

As you play through the game's main story, you will eventually unlock a series of side missions, known as hunts, available via Tomaj's notice board on the bridge of your airship. (You can also access these hunts from the World Map by tapping the Tomaj button at the bottom of the screen.) These are technically "optional" battles, but if you successfully complete them you gain many valuable items, powerful new Espers, the auracite you need to form pacts with them, and lots of EXP for leveling up your characters.

Discretion and Valor

Just because a hunt is unlocked doesn't mean you're ready for it. If you can't complete one of Tomaj's challenges after a couple of tries, you may want to wait until you've progressed further through the Story Mission. Take some time to level up your leaders, gain better equipment, and form pacts with some higher ranked Espers.

Note that there are four types of hunts, each associated with a different icon on the Select a Mission screen: Monster Hunts, Treasure Hunts, Sky Pirate Hunts, and Rare Monster Hunts. You unlock them by progressing through the main story and, occasionally, by completing other tasks. Be sure to engage in conversations around your airship between missions and keep ordering new weapons at The Forge! These activities sometimes spur Tomaj to post new bills on his notice board.

Tomaj's Mission 46: Bug Hunt

THE BOSCO PAMPA

LEVEL 11

An Antlion infestation has overrun the Bosco Pampa. Rumor has it that some evil sky pirate is behind it all. Vaan and the others arrive on the sky island to clean up the buggy mess.

MISSION PREREQUISITE	OBJECTIVES
Clear Mission 2-4.	• Defeat all enemies! • At least one ally must survive.

LEADER UNIT DEPLOYMENT (MAX UNITS: 5)

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH · BAGAMNAN

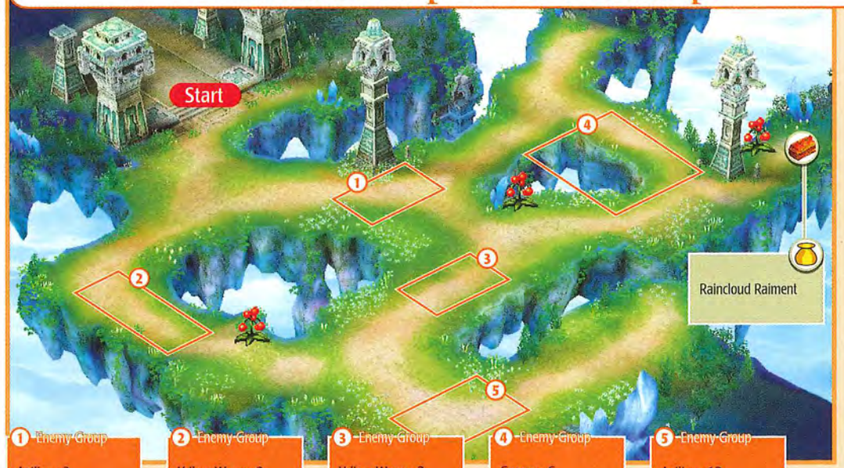
UNITS

GNOAM	YELLOW WYRM	ANTLION	ANTLION QUEEN
LV. 10 · R I · T Flying · N · W · R	LV. 11 · R II · T Ranged · N · W · R	LV. 10 · R II · T Melee · N · W · R	LV. 12 · R II · T Melee · N · W · R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Tempestblade, Auracite x2	Cherrywood Stick (75%), Cherrywood Log (25%)	None

Mission Map: The Bosco Pampa



1 Enemy Group	2 Enemy Group	3 Enemy Group	4 Enemy Group	5 Enemy Group
Antlion x3	Yellow Wyrm x2	Yellow Wyrm x2	Gnoam x6	Antlion x12 Antlion Queen
A	B	C	D	E

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

FP	
0	3	1

Foraging Item: Damson

MISSION WALKTHROUGH

Of the 26 enemies that appear on the field, over half of them are melee-types. When fighting melee enemies, let Filo and Llyud lead the assault, but replace them with Vaan and Kytes when ranged Yellow Wyrms loom ahead.

The fastest route to completing the mission is shown on the Recommended Route map. There are no summoning gates, so restore your allies' HP at Foraging Points when they get low to keep your starting quota of Espers as healthy as possible.

Yellow Wyrms

Your Flying Units will take massive damage in a single hit from the Yellow Wyrms. Try to keep them away from these enemies, and let your Ranged and Melee units take care of them instead.

RECOMMENDED ROUTE

1. Send Filo and Llyud along the light blue route and the rest of your group along the dark blue route, defeating enemies along the way.
2. Defeat enemy group A, then have Vaan's group defeat enemy group C and wait there.
3. Reunite all your allies.
4. Defeat enemy group D and open the treasure chest
5. Defeat enemy group E.



Tomaj's Mission 47: Once Bitten, Twice Shy

FANE OF GUCUMA QUL

LEVEL 11

Hearing that sky pirates are laying siege to the aegyl throughout the continent, Vaan and the others head out to save them...only to find the aegyl turning on them! Your task is to stop the violence by sealing the enemies' summoning gates.

MISSION PREREQUISITE	OBJECTIVES
Clear Mission 2-4.	• Capture the summoning gates! • At least one ally must survive.

LEADER UNIT DEPLOYMENT (MAX UNITS: 5)

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH · BAGAMNAN

UNITS

AEGYL QUESTRIST	AEGYL WATCH	AEGYL BRUTE	SIUDR	CHOCOBO
LV. 10 · R LD. · T Flying · N · W · R	LV. 10 · R LD. · T Flying · N · W · R	LV. 10 · R LD. · T Flying · N · W · R	LV. 14 · R LD. · T Flying · N · W · R	LV. 11 · R I · T Melee · N · W · R

RAMUH	RAIDEN	SAGITTARIUS
LV. 11 · R I · T Flying · N · W · R	LV. 12 · R II · T Flying · N · W · R	LV. 12 · R II · T Ranged · N · W · R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Detonator, Auracite x2	Mythril Nugget (75%), Mythril Ore (25%)	None

T47-T48

Mission Map: Fane of Gucuma Qul (Shining Gate)



1 Enemy Group: Aegyl Questrist, Chocobo x3 — A
2 Enemy Group: Raiden x4 — B
3 Enemy Group: Aegyl Watch, Ramih x2 — C
4 Enemy Group: Aegyl Brute, Chocobo x2 — D
5 Enemy Group: Sagittarius x3 — E
6 Enemy Group: Sjudr, Raiden x3 — F

MAP DATA

Summoning Gates	
Ally	0
Neutral	1
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

In addition to the enemies listed here, Chocobos and Raidens will emerge from the enemy summoning gates.

MISSION WALKTHROUGH

Including the leaders, most enemies on this map are flyers, so stock up on ranged Units. Deploy ranged Earth-element units against the Raidens and melee Earth-element units against the Sagittariuses. If you don't have pacts with Earth Espers yet, then don't deploy Espers with a Lightning weakness.

There are four summoning gates on the field. If you open them all, you clear the mission. First, capture the summoning gate to the upper left of your starting point and summon lots of ranged Espers. Then use advantageous combinations when fighting each enemy type, and open all the enemies' summoning gates. After defeating enemy groups A-E and when only enemy group F remains, note that a lot of Chocobos will enter the area. Summon as many flying units as possible, then close the final gate.

Go Ranged

Fill your party with ranged units to strike at the flying enemy Leaders. The only time you need melee units is versus the Sagittariuses, so send them to open up summoning gates while the rest of the team is fighting.

Tomaj's Mission 48: Maleficent Mayhem

WAY TO THE AURACITE

LEVEL 11

Monsters have appeared in the Fane of Gucuma Qul, making it impossible to reach the Way to the Auracite. However, Yarhi typically don't enter the Fane. Could this once again be the work of sky pirates?

MISSION PREREQUISITE	OBJECTIVES
Clear Mission 2-4.	• Defeat all enemies! • At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH BAGAMNAN

PART 1: World Guide
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UNITS

GREEN FLAN — Lv. 10 — R I T Melee — N W R
STORM WOLF — Lv. 10 — R II T Melee — N W R
YELLOW WYRM — Lv. 10 — R II T Ranged — N W R
ATOMOS — Lv. 11 — R II T Flying — N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Mage's Robes	Sturdy Bone (75%), Blood-darkened Bone (25%)	None

Mission Map: Fane of Gucuma Qul (Way to the Auracite)



1 Enemy Group: Green Flan x3 — A
2 Enemy Group: Storm Wolf x2 — B
3 Enemy Group: Atomos x3 — C
4 Enemy Group: Storm Wolf x3 — D
5 Enemy Group: Yellow Wyrm x2 — E
6 Enemy Group: Green Flan x4 — F
7 Enemy Group: Storm Wolf x7 — G
8 Enemy Group: Green Flan x4, Yellow Wyrm x2, Atomos x2 — H

Inscrutable Bones (Small Bone)
Bone Chips (67%)
Sturdy Bone (22%)
Blood-darkened bone (11%)

Limpid Crystal (Storm Shard)
Storm Stone (67%)
Storm Magicite (22%)
Storm Crystal (10%)
Storm Gem (1%)

Inscrutable Bones (Timeworn Carapace)
Insect Husk (67%)
Ichthon Scales (22%)
Ancient Turtle Shell (11%)

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
3	3	0

Foraging Item: Gucuma Manna

MISSION WALKTHROUGH

There are numerous hostile melee units on this field, so deploy both of your flying Leaders, Filo and Llyud. The enemy deploys three types of Rank II Espers. The flying Atomos is weak against Fire, so counter it with a Fire-element ranged Esper. The other two enemy types are weak against Earth so put Earth-element melee and flying Espers in your Esper Troupe, too.

FIGHT A BATTLE IN THE PLAZA

Unlike in Story Mission 2-3, here the Fane's gates are already open; you don't have to hit any switches to proceed. Move through the corridors, scavenging the Material Nodes on your way to the central plaza of the Fane. You can send your full force against the melee-type enemies, but don't deploy any bad match-ups against the Yellow Wyrms and Atomoses.

Kytes the Atomos Slayer

Ranged attacks, particularly Kytes's Magic, are extremely effective against the Atomoses. Use successive shots of Firaga and Blizzaga to deal significant damage to them and defeat them before they get close.

When you reach the central plaza, you will encounter a mixed group of melee, ranged, and flying Espers all at once. If you deploy your entire force at them, you'll likely suffer severe casualties. Instead, draw out the Yellow Wyrms and pick them off one by one. After doing so, attack the remaining Atomoses with ranged units and use flying units against the Green Flans.

T49-T50

Tomaj's Mission 49: The Scofflaw

DAIS OF THE AURACITE

LEVEL 13

The sky pirate who summoned the Antlions on the Bosco Pampa is traced back to the Fane of Gucuma Qui. To protect the peace of Zephyr, the Windward Isles, Vaan and the group must bring this "scofflaw" to justice.

MISSION PREREQUISITE	OBJECTIVES
Clear T46, T47, and T48.	• Defeat all enemy leaders! • At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH · BA'GAMNAN

UNITS

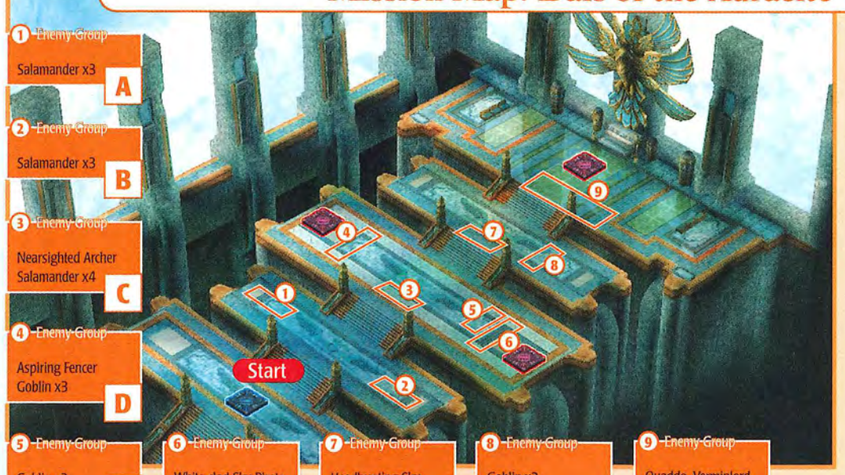
QUADDO, VERMINLORD	ASPIRING FENCER	WHITE-CLAD SKY PIRATE	NEARSIGHTED ARCHER	HEADHUNTING SKY PIRATE
LV. 14 · R LD. · T Melee	LV. 13 · R LD. · T Melee	LV. 13 · R LD. · T Ranged	LV. 13 · R LD. · T Ranged	LV. 13 · R LD. · T Melee
N -- · W · R --	N · W -- · R --	N · W -- · R --	N · W · R ·	N · W · R ·

WHITE HARE	GOBLIN	SALAMANDER	SAGITTARIUS
LV. 13 · R I · T Ranged	LV. 13 · R I · T Melee	LV. 13 · R I · T Ranged	LV. 14 · R II · T Ranged
N · W -- · R --	N · W · R ·	N · W · R ·	N · W · R ·

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
1500 Gil, Medallion of Water, Auracite x3	Earth Magicite (75%), Earth Crystal (25%)	None

Mission Map: Dais of the Auracite



MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

In addition to the enemies listed above, White Hares, Goblins, Salamanders and Sagittariuses will emerge from the enemy summoning gates.

MISSION WALKTHROUGH

The enemy forces have no flying units but plenty of ranged units, so deploy your melee-type units. Manage the unit match-ups carefully! When you face enemy ranged units, keep your flying units at a safe distance. If enemy melee units approach, pull back your ranged units and send your flyers after them instead.

When the mission starts, defeat the leaders in order of proximity to your starting location. You shouldn't be forced to fight any large enemy contingents, so this should be fairly easy. After you eliminate enemy group F, ignore enemy groups G and H and head straight for enemy group I's leader to take him out quickly with your full force.

Unleash Melee Lightning

If you deploy melee units who are resistant to the Lightning element, the Sagittariuses won't stand a chance!

Tomaj's Mission 50: Baubles and Banditry

THE KISNE RISE

LEVEL 19

Sky pirates are attacking the aegyl and forcing them into slave labor, gathering auracite on the Kisne Rise. Vaan and his party must defeat the thugs to liberate the aegyl.

MISSION PREREQUISITE	OBJECTIVES
Clear Mission 3-5.	• Destroy the enemy soul crystal! • Your soul crystal must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH · BA'GAMNAN

UNITS

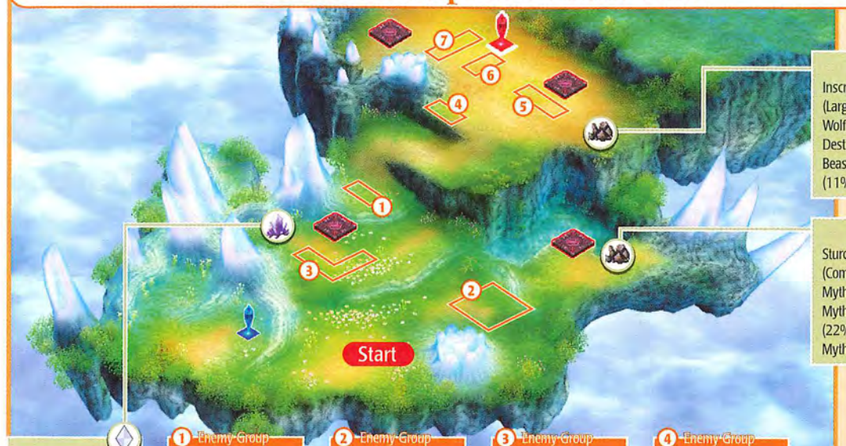
ALTEA, AVIATOR	SELF-DELUDED MAGE	SERMONICAL SORCERER	ARCANE SCHOLAR	GARRULOUS GUNSLINGER
LV. 19 · R LD. · T Melee	LV. 18 · R LD. · T Ranged	LV. 18 · R LD. · T Ranged	LV. 18 · R LD. · T Ranged	LV. 19 · R LD. · T Ranged
N · W -- · R --	N · W · R ·	N · W · R ·	N · W · R ·	N -- · W -- · R ·

CHOCOBO	CACTOID	GOLEM	CU SITH	CARBUNCLE
LV. 18 · R I · T Melee	LV. 18 · R I · T Ranged	LV. 19 · R II · T Melee	LV. 19 · R II · T Ranged	LV. 19 · R II · T Ranged
N -- · W -- · R --	N · W · R ·	N · W · R ·	N · W · R ·	N · W -- · R --

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
2400 Gil, Fire Crystal, Pure Silver, Maplewood Log, Auracite	Ichthon Scales (75%), Ancient Turtle Shell (25%)	None

Mission Map: The Kisne Rise



Limpid Crystal
(Water Shard)
Water Stone (67%)
Water Magicite
(22%)
Water Crystal (10%)
Water Gem (1%)

Inscrutable Bones
(Large Bone)
Wolf Bone (67%)
Destrier Bone (22%)
Beastlord Bone
(11%)

Sturdy Stone
(Common Metal)
Mythril Shards (67%)
Mythril Nugget
(22%)
Mythril Ore (11%)

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	4

Soul Crystals	
Ally	1
Enemy	1

FP	
3	0	0

In addition to the enemies listed here, Chocobos, Cactoids, Golems, Cu Siths and Carbuncles will emerge from the enemy summoning gates.

1 Enemy Group — Chocobo x5 — A

2 Enemy Group — Sermonical Sorcerer, Cactoid x4, Cu Sith — B

3 Enemy Group — Garrulous Gunslinger, Cactoid x3 — C

4 Enemy Group — Self-deluded Mage, Carbuncle x2, Golem x4 — D

5 Enemy Group — Arcane Scholar, Golem x6 — E

6 Enemy Group — Cu Sith x2 — F

7 Enemy Group — Altea, Aviator, Cu Sith x3 — G

MISSION WALKTHROUGH

The most troublesome of the enemy Espers is the Golem, who not only has high HP and Defense, but can inflict the Immobilize status effect. Put flying, Fire-element Espers into your Esper Troupe to deal quick damage to Golems. Wyverns are your best choice, but if you haven't formed a pact with them, the Bomb's "Explode" ability can deal significant damage to Golems. Many other enemy units are also weak against Fire on this map, so deploy melee and ranged units with Fire-element natures.

Four enemy summoning gates are on the field, with enemy leaders and Espers guarding each one of them. Take your full force from gate to gate, capturing all of them. You may want to split up your groups and send just a small force after enemy group B so the rest of your team can guard against enemies making a run at your soul crystal. Note that the Garrulous Gunslinger's basic attack can cause Confuse status, which will cause your units to attack one another. If a unit with high Attack or M-Attack gets inflicted with Confuse status, use Penelo's Esunaga spell to remove it as quickly as possible.

Close Gates Fast

Espers gradually appear from enemy summoning gates, emerging one at a time. Try to open gates as quickly as possible to reduce the number of foes you must face.

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

Tomaj's Mission 51: Easier Said Than Done

FANE OF TEHP QUL

LEVEL 19

Getting a lead on some rare materials, Vaan and the others quickly head off to grab the treasure, only to find the area teeming with Espers. Can the team retrieve the treasure safely?

MISSION PREREQUISITE

Clear Mission 3-5.

OBJECTIVES

- Gather the material (Lustrous Metal).
- At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN, PENELO, KYTES, FILO, LLYUD, BALTHIER, FRAN, ASHE, BASCH, BAGAMNAN

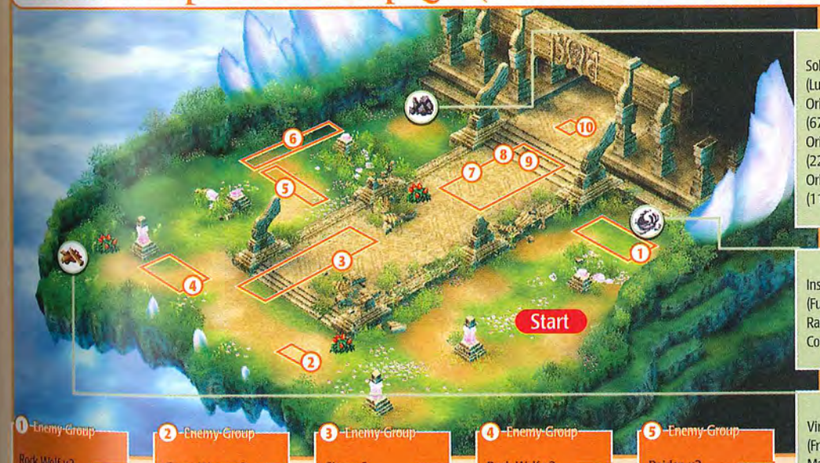
UNITS

ROCK WOLF	GREEN WYRM	SIREN	RAIDEN	MINOTAUR
lv. 18	lv. 18	lv. 18	lv. 18	lv. 36
R II T Melee	R II T Ranged	R II T Flying	R II T Flying	R II T Melee
N W R	N W R	N W R	N W R	N -- W -- R --

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
None	Maplewood Stick (75%), Maplewood Log (25%)	None

Mission Map: Fane of Tehp Qul (Garden of the Unmantled Sun)



Solid Stone
(Lustrous Metal)
Orichalcum Grains
(67%)
Orichalcum Nugget
(22%)
Orichalcum Ore
(11%)

Inscrutable Bones
(Furry Hide)
Rabbit Pelt (67%)
Coeurl Pelt (22%)

Virgin Timber
(Fragrant Wood)
Maplewood Chips
(67%)
Maplewood Stick
(22%)
Maplewood Log
(11%)

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

FP	
3	3	0

Foraging Item: Goblinberries

1 Enemy Group — Rock Wolf x3 — A

2 Enemy Group — Green Wyrm x2 — B

3 Enemy Group — Siren x3 — C

4 Enemy Group — Rock Wolf x3 — D

5 Enemy Group — Raiden x2 — E

6 Enemy Group — Siren x2 — F

7 Enemy Group — Green Wyrm x4 — G

8 Enemy Group — Minotaur — H

9 Enemy Group — Minotaur x5 — I

10 Enemy Group — Minotaur x8 — J

MISSION WALKTHROUGH

To complete this mission, you must harvest four materials from the Solid Stone (Lustrous Metal) Material Node at the farthest point of the field. The map contains a variety of melee, ranged, and flying enemy Espers, so fill your Esper Troupe with a matching variety. Make your melee and flying Espers Fire-element and your ranged Espers Earth-element to strike at the enemies' weak points.

There are two other Material Nodes on the map besides the Solid Stone. If you're not in a hurry to clear the map, you can stop by them to take their items as well. Just know that very powerful enemies prowl this map. You may want to try an all-out sprint across the map to the destination node, with your flying leaders scavenging the Solid Stone while your other forces screen off pursuers.

BEWARE THE MINOTAURS!

While the single Minotaur that patrols the map doesn't pose much of a threat on his own, if he spots you, he'll call all his buddies from enemy group H to attack! Although a powerful group can take all of them at once, it is wise to pull back to where enemy group A is located, wait for the Minotaur to finish his patrol, and then make a run for the Material Node. When plotting your course to the Solid Stone, check where the Minotaur is located at all times and pull back into safer harbors as necessary.

Tomaj's Mission 52: Harmony in Discord

AURALITH'S CRADLE

LEVEL 19

A large number of wild Yarhi have invaded the Auralith's Cradle at the Fane of Tehp Qul. What's causing this phenomenon? The answer is unknown, but Vaan's group is determined to dispel the Yarhi.

MISSION PREREQUISITE

Clear Mission 3-5.

OBJECTIVES

- Defeat all enemies!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH BA'GAMNAN

UNITS

GREEN FLAN	BLUE FLAN	SIREN	BLUE WYRM	ICE DRAKE
LV. 18	LV. 18	LV. 19	LV. 19	LV. 19
R I T Ranged	R I T Ranged	R II T Ranged	R II T Ranged	R II T Ranged
N W R	N W R	N W R	N W R	N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Goblin Pouch, Auracite x2	Malachite (75%), Emerald (25%)	None

PART 1: World Guide
PART 2: The Game System
PART 3: The Missions
PART 4: Data

Mission Map: Fane of Tehp Qul (Auralith's Cradle)



Solid Stone (Brilliant Ore)
Pink Silver (67%)
White Silver (22%)
Pure Silver (11%)

Sparkling Stone (Green Gemstone)
Peridot (67%)
Malachite (22%)
Emerald (11%)

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
2	1	0

Foraging Item: Tehp Manna

1 Enemy Group	2 Enemy Group	3 Enemy Group	4 Enemy Group	5 Enemy Group
Blue Wyrm x2	Siren x3	Green Flan x7	Blue Flan x4	Siren x4
A	B	C	D	E
6 Enemy Group	**7 Enemy Group**	**8 Enemy Group**	**9 Enemy Group**	**10 Enemy Group**
Blue Wyrm x3	Ice Drake x4	Green Flan x3	Blue Flan x4	Green Flan x5 Blue Flan x5
F	G	H	I	J

In addition to the enemies listed here, Green Flans, Blue Flans, Sirens, Blue Wyrms and Ice Drakes will emerge from the enemy summoning gates.

MISSION WALKTHROUGH

The Green Flans and Ice Drakes on this level are weak against Fire, while all other enemies are weak against Lightning. Deploy Espers that take advantage of these weaknesses; however, if you have only Rank I Fire and Lightning Espers, add a Rank II Esper regardless of element. (If you can summon a lot of Rank II Espers, you can defeat the enemies with little trouble.) Deploy a balanced set of melee, ranged, and flying leaders.

The path through this map is linear and you'll run into a lot of enemies. Use your full force to take out enemy groups one at a time. However, note that the ranged Ice Drakes have the Frost Breath attack, which can deal huge damage to multiple flying units if they're all clustered together. Hold back your flying units until you defeat any roaming Ice Drakes.

Deadly Drakes

There aren't many Ice Drakes on the field, but their attack is quite powerful. They can chain Frost Breath attacks, which can quickly defeat large groups of flying units, especially those weak against Water. Hit them hard with melee Fire Espers.

Tomaj's Mission 53: The Trodden Past

SHADOW OF PAHARO

Someone is violating the sacred ruins of the Shadow of Paharo. Hearing the sky pirates refer degradingly to the aegyl as "swine" sends Vaan into a rage. Time to eradicate the pirate scum...starting with their leadership.

MISSION PREREQUISITE

Clear Mission 3-5.
(Note that this hunt cannot be played after Story Mission 8-1 is cleared.)

OBJECTIVES

- Defeat all enemy leaders!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH BA'GAMNAN

T53-T54

UNITS

PAULA, PLUNDERER — lv. 21 | R LD. | T Ranged | N | W | R
APPRAISING SKY PIRATE — lv. 21 | R LD. | T Melee | N | W -- | R --
UNSAVORY WARRIOR — lv. 21 | R LD. | T Melee | N | W -- | R --
WELL-TRAVELED ARCHER — lv. 21 | R LD. | T Ranged | N | W -- | R --
DJINN — lv. 21 | R I | T Melee | N | W | R
GARCHIMACERA — lv. 21 | R I | T Flying | N -- | W -- | R --
IXION — lv. 22 | R II | T Melee | N | W | R
LAMIA — lv. 22 | R II | T Ranged | N | W | R
RAIDEN — lv. 22 | R II | T Flying | N | W | R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
3200 Gil, Terra Earrings, Auracite x3	Storm Magicite (75%), Storm Crystal (25%)	None

Mission Map: Shadow of Paharo



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

◆	FP	🜂
0	0	3

In addition to the enemies listed here, Djinns, Garchimaceras, Ixions, Lamias, and Raidens will emerge from the enemy summoning gates.

MISSION WALKTHROUGH

The Lamias on the enemies' side will use their Entice ability, which inflicts the Confuse status on your troops. Make sure to deploy Penelo, who can cast Esunaga to cure all status ailments and add Lightning Espers like Ixions, who resist Confusion, into your Esper Troupe to be safe. Work your way across the map from summoning gate to summoning gate, eliminating each leader and capturing the gates. Don't forget to slip a fast leader away to open each treasure chest, too! The goods are well worth it.

Lure Out

If you save enemy group G for last, it can be difficult to get past them to grab the Water Crystal from the final treasure chest. Indulge your inner completionist by using Kytes's magic to lure the guards away from the chest, then send a fast unit like Vaan in to snag the contents.

PART 1: World Guide
PART 2: The Game System
PART 3: The Missions
PART 4: Data

Tomaj's Mission 54: A Savory Task

ISSHU, JEWEL OF THE SKYSEA

LEVEL 27

Penelo asks if the group can fetch a cooking ingredient she wants, however, it's located on a small sandbar in the ocean. Filo promises to make herself useful by flying over the water to get it.

MISSION PREREQUISITE
Complete Mission 5-4, then talk to Penelo in the Sky Saloon.

OBJECTIVES
- Gather the foodstuffs (Sea Currant).
- Filo must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5
VAAN, PENELO, KYTES, FILO*, LLYUD, BALTHIER, FRAN, ASHE, BASCH
(* = Mandatory)

UNITS

SAHAGIN — lv. 27 | R I | T Melee | N | W | R
AQUARIUS — lv. 27 | R I | T Flying | N | W | R
BLUE WYRM — lv. 28 | R II | T Ranged | N | W | R
CÚCHULAINN — lv. 28 | R II | T Melee | N | W | R
GREAT TORTOISE — lv. 35 | R II | T Melee | N -- | W -- | R --

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Storm Gear, Auracite	Aquamarine (75%), Sapphire (25%)	None

Mission Map: Isshu, Jewel of the Skysea



Foraging Item: Roeweed

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

◆	FP	🜂
3	2	0

MISSION WALKTHROUGH

Aside from the Great Tortoises, all enemies on this level have Lightning as their weakness, so fill your Esper Troupe with lots of Lightning-type Espers. There are lots of melee units, so unleash your flying Raiden if possible. The Sea Currant that you seek can only be reached by flying units, so to ensure that Filo makes it there safely, deploy Llyud and a strong contingent of flying Espers to accompany her.

Filo's the Key!

Filo will take hits from enemy groups E and I when she goes to harvest the Sea Currant. You can defeat them before she goes there but the truth is, they probably won't KO Filo if she has a good escort, so you can just ignore them and keep going. If Filo's HP runs low, send her to the nearby Foraging Point to recover HP.

MOVE COUNTERCLOCKWISE, GATHERING ITEMS

If you want to gather all of the Materials in the mission, move around the field counterclockwise to hit all the Material Nodes. If you don't care about the Materials and you have the proper troop assortment, just press the X button to select all units, tap on the Sea Currant plant to send everyone there, and wait for the mission to finish on its own.

Tomaj's Mission 55: Rally to the Cause

UNDERFANE OF HUIN QUL

LEVEL 27

The destruction of the skysea reveals a previously submerged Fane similar to the one on the island's surface. Vaan and the group must work alongside the aegyl to repel the invading sky pirates from the Fane.

MISSION PREREQUISITE

Clear Mission 5-4.
(This hunt cannot be played after Mission 8-1 is cleared.)

OBJECTIVES

- Defeat all enemy leaders!
- All the aegyl must survive.
- At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

FLEETFOOTED NINJA — LV. 29 — R LD. T Melee — N -- W -- R --

LOVELORN WARMAGE — LV. 28 — R LD. T Melee — N W -- R --

FRAUGHT FUSILIER — LV. 27 — R LD. T Ranged — N W -- R

ALRAUNE — LV. 28 — R I T Melee — N -- W -- R --

SALAMANDER — LV. 28 — R I T Ranged — N W R

BOMB — LV. 28 — R I T Flying — N W R R

BALASA — LV. 29 — R II T Melee — N W R R

CU SITH — LV. 29 — R II T Ranged — N W R R

SHARMA, VOLUNTEER — LV. 30 — R G. T Flying — N W R --

AEGYL PARTISAN — LV. 29 — R G. T Flying — N -- W -- R --

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
6800 Gil, Shaman's Robes, Auracite x3	Yellow Liquid (75%), Silver Liquid (25%)	None

PART 1: World Guide
PART 2: The Game System
PART 3: The Missions
PART 4: Data

Mission Map: Underfane of Huin Qul (Yapih Caverns)



MAP DATA

Summoning Gates	
Ally	0
Neutral	1
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
2	2	0

1 Enemy Group — Alraune x2 — A
2 Enemy Group — Alraune x5, Balasa — B
3 Enemy Group — Lovelorn Warmage, Balasa x4 — C
4 Enemy Group — Cu Sith x5, Bomb — D
5 Enemy Group — Salamander x5 — E
6 Enemy Group — Fraught Fusilier, Cu Sith x5 — F
7 Enemy Group — Cu Sith x4 — G
8 Enemy Group — Fleetfooted Ninja, Balasa x3 — H
9 Enemy Group — Bomb x3 — I
10 Guest Units — Sharma, Volunteer Aegyl Partisan

Foraging Item: Muruc Manna

In addition to the enemies listed here, Alraunes, Salanders, Bombs, Balasas and Cu Siths will emerge from the enemy summoning gates.

MISSION WALKTHROUGH

Most of the enemy Espers here are weak against Water. Melee units are quite numerous, but the enemy's ranged and flying units are tough as well. Place both Shiva and the Shivars in your Esper Troupe, if they are available. If you don't have pacts with those Espers yet, add Shivans instead. Include Carbuncles in your troupe as well to keep the aegyl Guest Units from getting KO'd.

Call of the Siren

Include flying Espers like Sirens in your Esper Troupe to get an advantage over the multiple melee foes.

PROTECT THE AEGYL FROM BOMBS AND RANGED ENEMIES

When the mission starts, the first thing you should do is capture the neutral summoning gate, and then summon as lots of ranged Espers. Next, move through the rest of the level, defeating enemies and scavenging Material Nodes. The aegyl follow after your group, so don't worry about keeping up with them (keep an eye on their HP, though).

After you get past enemy group C, you'll run into a lot of dangerous enemies that can pose a serious threat to your Guest Units, including Bombs with their deadly Explode attack and the ranged Cu Sith of enemy group F. Defeat these foes as fast as possible. Salamanders, also a big threat to your Guest Units, will emerge regularly from the summoning gates, so try to capture the gates right away.

T56-T57

Tomaj's Mission 56: Stroke of Luck

UNDERFANE OF HUIN QUL

LEVEL 27

Tomaj has received some information on the location of the legendary Material "Everburn." Somewhat dubious, Vaan and the group head off to fetch it at the supposed location. There, they find exactly what they're looking for—and a lot more.

MISSION PREREQUISITE

Clear Mission 5-4, then talk to Cu Sith after forging 12 items.

OBJECTIVES

- Acquire the Everburn!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH

UNITS

RED FLAN	GARCHIMACERA	INFERNAL WOLF	FIRE DRAKE	WYVERN
lv. 27	lv. 27	lv. 28	lv. 28	lv. 28
R I T Melee	R I T Flying	R II T Melee	R II T Ranged	R II T Flying
N W R	N -- W -- R --	N W R	N W R	N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Everburn	Everburn Essentials (100%)	None

Mission Map: Underfane of Huin Qul



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

◇	FP	Bag
4	2	0

1 Enemy Group — Fire Drake x4, Wyvern — A
2 Enemy Group — Infernal Wolf x3 — B
3 Enemy Group — Garchimacera x3, Fire Drake, Wyvern — C
4 Enemy Group — Red Flan x3 — D
5 Enemy Group — Garchimacera x3, Wyvern x3 — E
6 Enemy Group — Fire Drake x4, Wyvern — F
7 Enemy Group — Infernal Wolf x6, Fire Drake — G
8 Enemy Group — Fire Drake x5 — H
9 Enemy Group — Wyvern x6 — I

Everburn
Everburn (100%)

Foraging Item: Muruc Manna

In addition to the enemies listed here, Red Wyrms, Garchimaceras, Infernal Wolves, Fire Drakes and Wyverns will emerge from the enemy summoning gates.

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

MISSION WALKTHROUGH

This is a "fiery" mission; other than the Garchimaceras, all foes here are weak against the Water element. In particular, you face a lot of ranged Fire Drakes, so definitely include Rank I Sahagins or, better yet, Rank II Cúchulainns in your Esper Troupe.

Follow the Recommended Route path if you want to get all of the Materials in the mission; otherwise, just open the nearest summoning gate and proceed along the right side of the map. When you get into a fight with Fire Drakes, withdraw your flying units because they're at risk against these deadly ranged beasts. The rough terrain makes it easy for your flyers to get too far ahead of the rest of your party, so keep an eye out for the Fire Drakes.

Double Your Everburn

Equip Kytes with the Goblin Pouch, which lets you nab two Everburns after this battle! The Fire-imbued weapons that Everburn lets you forge are the strongest weapons of the mid-game missions. But after this hunt, it's a long time before you can acquire more Everburn. The next chance is as a completion item for the Melee Battle 32, which only unlocks after you clear Story Mission 9-1.

RECOMMENDED ROUTE

1. Scavenge the Strange Liquid node.
2. Open the summoning gate on your way, then defeat enemy groups B and C, and scavenge the Inscrutable Bones node.
3. Open the summoning gate on your way, then defeat enemy group D and enemy group E as it approaches. Then scavenge the Limpid Crystal node.
4. Defeat enemy groups F and G and harvest the Everburn.



Tomaj's Mission 57: Otherworldly Beauty

DAIS OF THE AURACITE

LEVEL 30

A beautiful scion has appeared at the Dais of the Auracite in the Fane that was discovered in the skysea. The group reaches the Dais only to find the High Seraph, Ultima, bringer of life and death!

MISSION PREREQUISITE

Clear Mission 5-4.

OBJECTIVES

- Defeat Ultima!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN · PENELO* · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH

(* = Mandatory)

UNITS

BOMB	WHITE HARE	BALASA	FIRE DRAKE	ULTIMA
lv. 30	lv. 30	lv. 31	lv. 32	lv. 33
R I T Flying	R I T Ranged	R II T Melee	R II T Ranged	R III T Ranged
N W R	N W -- R --	N W R	N W R	N W -- R --

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Healing Armlet, Auracite	Fire Magicite (75%), Fire Crystal (25%)	Dance of Rapture (Penelo) [Quickening], Ultima [new Esper unlocked]

Mission Map: Underfane of Huin Qul (Dais of the Auracite)



MAP DATA

Summoning Gates	
Ally	1
Neutral	2
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

1 Enemy Group — [*1] Bomb x8 — A

2 Enemy Group — [*1] Balasa x4, Fire Drake — B

3 Enemy Group — Balasa x4, Fire Drake — C

4 Enemy Group — [*1] White Hare x2, Balasa x4, Fire Drake x2, Ultima — D

5 Enemy Reinforcements — Balasa x4, White Hare x2 (Appears four times in 2-minute intervals after 1:00.) — A

6 Enemy Reinforcements — Bomb x6 (Appears four times in 2-minute intervals after 1:50.) — B

*1 Starts to move when only two enemy groups remain.

MISSION WALKTHROUGH

The only objective in this mission is to defeat Ultima, but she possesses the powerful area-effect "Eschaton" attack, making her very tricky to defeat. Put powerful Rank II and III Espers into your Esper Troupe to match her. Numerous enemies here are weak against Water, so use the Rank III Esper Leviathan, if it is available. This mission is tough on flyers, so don't put many into your force.

Freeze the Bombs

Use Kytes's Blizzaga attack against the swarms of Bombs to destroy them before they can trigger their "Explode" ability.

CLOSELY WATCH THE ENEMIES' MOVES

Once the number of enemy teams has been reduced to a certain number, all of the remaining enemy groups, including Ultima, will start moving toward your group. Bearing this in mind, follow the path on the Recommended Route map in this section. Summon Espers at the first two gates, then dismiss your ranged Espers and summon as many melee-types as possible. If you take too long trying to mop up Ultima's minions, she'll nail your group with Eschaton multiple times, plus more enemy reinforcements will arrive. So focus all of your attention on Ultima, using continuous barrages of magick and skills to finish her off as quickly as possible.

Attack Ultima!

When Ultima makes her move toward your group, send one Esper out on its own first to soak up her first Eschaton attack.

RECOMMENDED ROUTE



1. Summon your Rank III and other Espers from the summoning gate, then defeat enemy group A.
2. Defeat enemy group B and enemy reinforcements A, then open the summoning gate and summon more Espers.
3. Defeat enemy reinforcements B, then draw enemy group C into this area when it starts moving.

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
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Tomaj's Mission 58: Serpent's Rage

OGHU, THE VEILED ISLE

LEVEL 30

Oghu, the Veiled Isle has appeared, thanks to the shattering of the skysea. There, the great God of the Skysea, Leviathan, rages in anger over the destruction of his domain.

MISSION PREREQUISITE

Clear Mission 5-4.

OBJECTIVES

- Defeat Leviathan!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN, PENELO, KYTES, FILO, LLYUD, BALTHIER, FRAN, ASHE, BASCH

UNITS

AQUARIUS	SHIVAN	ICE DRAKE	CÚCHULAINN	LEVIATHAN
LV. 31	LV. 31	LV. 32	LV. 32	LV. 33
R I T Flying	R I T Ranged	R II T Ranged	R II T Melee	R III T Melee
N W R	N W R	N W R	N W R	N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Pressurizer, Auracite	Coral Branch (75%), Pearl (25%)	None

Mission Map: Oghu, the Veiled Isle



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	2

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
3	3	2

Foraging Item: Ochrebud

In addition to the enemies listed here, Aquariuses, Shivans, Ice Drakes and Cúchulainns will emerge from the enemy summoning gates.

1 Enemy Group — Aquarius x2, Ice Drake — A

2 Enemy Group — Aquarius x3, Ice Drake — B

3 Enemy Group — Cúchulainn x4 — C

4 Enemy Group — Ice Drake x2 — D

5 Enemy Group — Cúchulainn x4 — E

6 Enemy Group — Shivan — F

7 Enemy Group — Cúchulainn x2 — G

8 Enemy Group — Cúchulainn x3 — H

9 Enemy Group — Shivan x3, Ice Drake — I

10 Enemy Group — Ice Drake x3 — J

11 Enemy Group — Aquarius x3, Ice Drake x2, Leviathan — K

T59-T60

MISSION WALKTHROUGH

Most of the treasure chests and Material Nodes on this map are off the path that leads to Leviathan. To gather goods most efficiently, separate your flying and non-flying units into two separate groups and follow the path on the Recommended Route map in this section.

Numerous enemies in this mission, including Leviathan, are weak against Lightning attacks, so make your Esper Troupe selections based on Lightning Espers. Deploy both Filo and Llyud along with an assortment of powerful flying Espers to keep them safe. One good option here is the Rank II Raiden or, even better, the Rank III Ramuh, if he's available. These units will be helpful not just in the fight against Leviathan, but also against the nasty Ice Drakes.

Flyover Tactics

Remember that flying units can move across the water, which essentially creates shortcuts to treasure locations or Material Nodes.

Watch Out for Leviathan!

Leviathan will approach once you engage the enemies near the final treasure chest. Make sure your healers don't get caught from behind!

RECOMMENDED ROUTE

1. When your full force reaches this point, open the summoning gate and summon flying Espers into groups with Filo and Llyud. Send your flyers along the light blue route; send the rest of your units along the dark blue route.
2. Have both groups collect items and defeat enemies along the way, then rendezvous here.
3. Open the summoning gate here and restock any flying Espers you may have lost during the journey.
4. Wait for Leviathan to come after you and defeat the beast.



Tomaj's Mission 59: That Left Behind

TOMAJ'S CAMP

LEVEL 29

In accordance with Penelo's wishes, the group revisits the campsite where they spent time as castaways after the skysea collapse only to find greedy sky pirates there scavenging for treasure. To stop the pirates from desecrating this memorable place, Vaan and the others must hunt them down.

MISSION PREREQUISITE

Clear Mission 5-4.
(This hunt cannot be played after Mission 6-5 is cleared.)

OBJECTIVES

- Defeat all enemy leaders!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD FRAN

UNITS

GYRO, SANDSAILOR — lv. 30 — R LD. T Melee — N W R
STUMPLEGGED SEEQ — lv. 29 — R LD. T Ranged — N W R
OVERZEALOUS SKY PIRATE — lv. 29 — R LD. T Melee — N W R
STEALTHY SKY PIRATE — lv. 29 — R LD. T Melee — N W R
TIME PIRATE — lv. 30 — R LD. T Ranged — N W R
GOBLIN — lv. 29 — R I T Melee — N W R
SHIVAN — lv. 29 — R I T Ranged — N W R
CU SITH — lv. 30 — R II T Ranged — N W R
DIABOLOS — lv. 30 — R II T Flying — N W R
CARBUNCLE — lv. 30 — R II T Ranged — N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
7500 Gil, Silver Staff, Auracite x3	Coeurl Pelt (75%), Demonlord Pelt (25%)	None

Mission Map: Tomaj's Camp



MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	4

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
3	3	0

Foraging Item: Maiden's Cap

In addition to the enemies listed here, Goblins, Shivans, Cu Siths, Diaboloses, and Carbuncles will emerge from the enemy summoning gates.

MISSION WALKTHROUGH

Fill your Esper Troupe primarily with Fire Espers like the Rank III Ifrit and Rank II Lamias and Wyverns. The only summoning gate you really need to open is the one near enemy group A in the center of the map. Keep in mind that if you want to hit 100% completed missions, you must complete this hunt before you clear Chapter 6.

Leave a Leader

If you're afraid of clearing the mission before you get all of the Materials, leave enemy group F and its leader alone until you've scavenged the entire area.

Tomaj's Mission 60: Materialistic

THE GUGUERRO GREENDEEP

LEVEL 29

A rare Material that Tomaj has long coveted has been sighted in the jungle of an uninhabited island. Vaan and the others trek deep into the jungle to grant Tomaj's request to find it.

MISSION PREREQUISITE

Clear Mission 5-4, then talk to Tomaj in the Sky Saloon.

OBJECTIVES

- Gather the materials for Tomaj! (Precious Ore)
- At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

AQUARIUS — lv. 28 — R I T Flying — N W R
GNOAM — lv. 28 — R I T Flying — N W R
ARCTIC WOLF — lv. 29 — R II T Melee — N W R
ROCK WOLF — lv. 29 — R II T Melee — N W R
EARTH DRAKE — lv. 29 — R II T Ranged — N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
None	White Gold (75%), Pure Gold (25%)	None

Mission Map: The Guguerro Greendeep



Inscrutable Bones
(Large Bone)
Wolf Bone (67%)
Destrier Bone (22%)
Beastlord Bone (11%)

Limpid Crystal
(Earth Shard)
Earth Stone (67%)
Earth Magicite (22%)
Earth Crystal (10%)
Earth Gem (1%)

Solid Stone
(Precious Ore)
Pink Gold (67%)
White Gold (22%)
Pure Gold (11%)

1 Enemy Group — Arctic Wolf x3, Earth Drake — A
2 Enemy Group — Gnoam x4 — B
3 Enemy Group — Aquarius x4 — C
4 Enemy Group — Rock Wolf x4 — D
5 Enemy Group — Earth Drake x5, Gnoam x2 — E
6 Enemy Group — Aquarius x 4, Earth Drake x 2 — F
7 Enemy Group — Rock Wolf x3, Arctic Wolf x3, Earth Drake x2 — G
8 Enemy Group — Rock Wolf x2, Arctic Wolf x2 — H
9 Enemy Reinforcements — Rock Wolf x2, Arctic Wolf x2 (Appears in 1:30 intervals after 1:30.) — A

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

FP	
3	4	0

Foraging Item: Maiden's Cap

MISSION WALKTHROUGH

Most enemies in this mission are weak against Fire, so put together an Esper Troupe of primarily Fire Espers. Your foes are a mix of melee, ranged, and flying Espers, so deploy leaders of all types and the battle should go well. Also, deploy Kytes with the Goblin Pouch if possible; it will allow you to automatically acquire another Precious Ore of middle-grade or higher when you clear the mission.

It takes a while to travel all the way to the Solid Stone Material Node where you'll mine the Precious Ore, but the route to it is linear, so resign yourself to the long slog. Defeat the enemies and their reinforcements that appear and scavenge the other Material Nodes as you pass them. Just remember to protect your flyers from the Earth Drakes. The mission ends after you gather four Materials from the Solid Stone node.

My Precious

The Precious Ore you scavenge in this mission will be extremely important in recipes once you reach Chapter 8. The mission ends once you harvest all parts of the Solid Stone node, so if you want to complete the mission faster, just ignore the two Earth Drakes in the area.

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Tomaj's Mission 61: The Sword in the Shell

GUGOZA FALLS

LEVEL 29

A huge tortoise has been spotted with a legendary sword stuck in its shell. Realizing that there is no safe way to retrieve the sword otherwise, the group sets out to defeat the armored beast.

MISSION PREREQUISITE
Clear Mission T54, then speak with Penelo in the Sky Saloon twice.

OBJECTIVES
- Defeat the Aspidochelon!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5
VAAN, PENELO, KYTES, FILO, LLYUD, BALTHIER, FRAN, ASHE, BASCH

UNITS

BLUE FLAN — lv. 29 — R I T Melee — N W R
GREEN FLAN — lv. 29 — R I T Melee — N W R
BLUE WYRM — lv. 29 — R II T Ranged — N W R
EARTH DRAKE — lv. 35 — R II T Ranged — N W R
ASPIDOCHELON — lv. 36 — R II T Melee — N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Earthsabre, Auracite	Demon Tail (75%), Malboro Vine (25%)	None

Mission Map: Gugoza Falls



Inscrutable Bones
(Solid Carapace)
Destrier Barding
(67%)
Lamia Scales (22%)
Battlewyrm Carapace
(11%)

Inscrutable Bones
(Braided Twine)
Rat Tail (67%)
Demon Tail (22%)
Malboro Vine (11%)

1 Enemy Group — Blue Flan x3, Green Flan x3, Blue Wyrm x2 — A
2 Enemy Group — Aspidochelon — B
3 Enemy Group — Earth Drake — C
4 Enemy Group — Green Flan x6 — D
5 Enemy Group — Blue Wyrm x4 — E
6 Enemy Group — Blue Flan x2 — F
7 Enemy Group — Blue Flan x4 — G
8 Enemy Group — Blue Wyrm x2 — H
9 Enemy Group — Earth Drake x8 — I

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

FP	
2	2	0

Foraging Item: Maiden's Cap

T61-T62

MISSION WALKTHROUGH

The only objective here is to defeat the Aspidochelon, who isn't very far from the starting point. After some time passes, however, he'll start retreating deeper into the map, so continue to attack while pursuing him. Accordingly, you should fill your Esper Troupe with fast-moving Espers, such as Ixion for melee units, Cactoids for ranged units, and the powerful Rank III Ramih as your flying unit.

Cut Off the Turtle

After defeating enemy group A, move your full force slightly to the upper-right of the Aspidochelon to cut off his escape route.

The Aspidochelon has high HP and Stamina stats, so it takes a long time to KO him. Keep dealing damage to the fleeing tortoise while defeating the other enemies in the area. Once he runs into the midst of enemy group I, Aspidochelon will wait there for three minutes before he starts moving again. Use magick or Vaan's Quickening (if he has it by this point) to clear out the massive group of Earth Drakes quickly.

TRY TO SURROUND THE TORTOISE

This method isn't always reliable, but it will work. If you don't care about the Materials and just want to clear the mission quickly, move your units one by one to form a solid wall around the Aspidochelon. By holding him in place and concentrating all your attacks on him at once, you can defeat the Aspidochelon in no time at all. If you can't surround him, keep moving to the upper-right to cut off his escape route.

Tomaj's Mission 62: Rumble in the Jungle

ZAWAUA RAINWOOD

LEVEL 33

Powerful earthquakes are shaking up the uninhabited island of Tswarra, where the group once spent time as castaways. Vaan's party explores deep into the Zawaua Rainwood to discover the source: the scion, Hashmal!

MISSION PREREQUISITE

Clear Mission 5-4.

OBJECTIVES

- Defeat Hashmal!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD* BALTHIER FRAN ASHE BASCH

(* = Mandatory)

UNITS

SAHAGIN — LV. 33 — R I T Melee — N W R

GREEN WYRM — LV. 34 — R II T Ranged — N W R

GOLEM — LV. 34 — R II T Melee — N W R

SHIVAR — LV. 34 — R II T Ranged — N W R

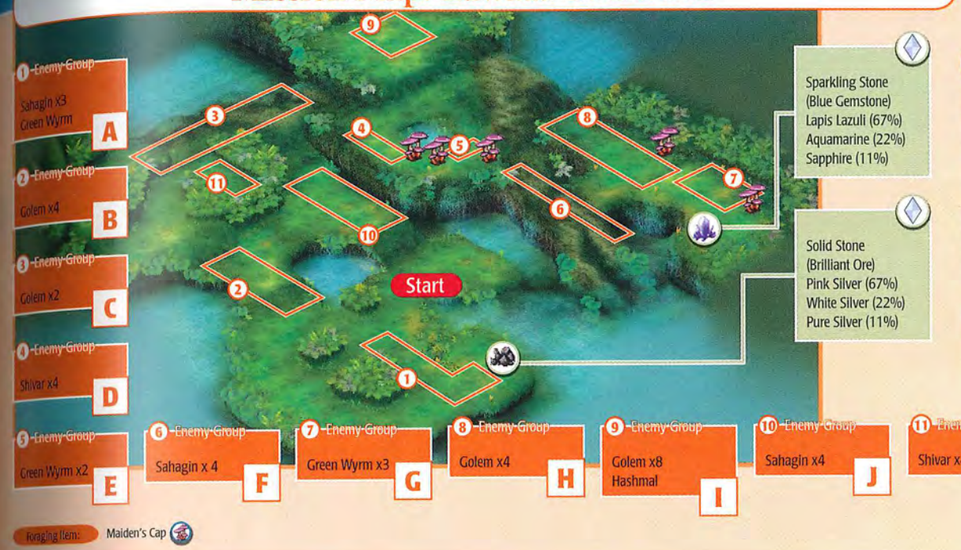
HASHMAL — LV. 34 — R III T Ranged — N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Osseous Torque, Auracite	Aquamarine (75%), Sapphire (25%)	Fanfare (Llyud) [Quickening], Hashmal [new Esper unlocked]

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Mission Map: Zawaua Rainwood



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

MISSION WALKTHROUGH

The only enemy types that appear in this mission are ranged or melee; Hashmal is a ranged unit. So deploy melee leaders (Vaan and Basch) who aren't at a disadvantage against anyone on the field, plus at least one flying leader (Filo or Llyud) to gain the upper hand against the ubiquitous Golems. Almost all the enemies are weak against Fire, so put two or three Rank II Fire Espers in your Esper Troupe, along with a good Healing unit like the Carbuncle.

If you try to complete this mission by just going directly after Hashmal, you'll find yourself surrounded and overwhelmed by his minions. To avoid this grim scenario, follow the path on the Recommended Route map instead. Be cautious and systematic; there are no summoning gates in this stage, so you can't recover any lost Espers.

Put the Winged Boots on Vaan

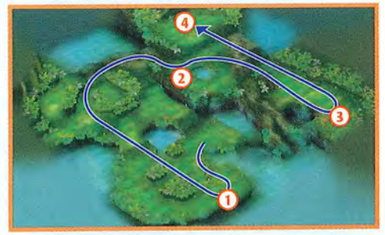
If you get hit by the Golems' Immobilize ability, you'll quickly become fodder for Hashmal. Equip Vaan with his Winged Boots to keep his group immune and use Penelo's Esunaga when necessary.

Stay Left to Start

Take the path up the left side of the map to avoid taking concentrated damage from the enemy Shivars.

RECOMMENDED ROUTE

1. Defeat enemy group A and scavenge the Solid Stone node.
2. Follow the route shown and defeat enemies along the way.
3. Defeat enemy group G and scavenge the Sparkling Stone node.
4. Draw out and defeat the Golems in enemy group I using long-range attacks, then attack Hashmal directly.



T63-T64

Tomaj's Mission 63: Battlefield Strahl

YMIR QUL-HEAVEN'S VIGIL

LEVEL 38

Upon hearing from Nono that the *Strahl* is in danger, Vaan and the others hustle to defend Balthier's ship. There, they see an aegyl warrior being attacked by wild Yarhi! Being the kind of folks they are, the party immediately jumps in to the rescue.

MISSION PREREQUISITE

Clear Mission 7-4 and T56, then talk to Cu Sith after forging 22 items.

OBJECTIVES

- Defeat all enemies!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH

UNITS

QUETZALCOATL	STORM WOLF	ANTLION	ATOMOS	THUNDER DRAKE
LV. 33 · R I · T Ranged · N ⚡ W ● R ⚡	LV. 33 · R II · T Melee · N ⚡ W ● R ⚡	LV. 32 · R II · T Melee · N -- W -- R --	LV. 33 · R II · T Flying · N ● W ◐ R ●	LV. 50 · R II · T Melee · N ⚡ W ● R ⚡

AUROCHE
LV. 34 · R G. · T Flying · N -- W -- R --

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Sky Amulet, Auracite x3	Earth Magicite (75%), Earth Crystal (25%)	None

Mission Map: Heaven's Vigil



MAP DATA

Summoning Gates	
Ally	1
Neutral	2
Enemy	0
Soul Crystals	
Ally	N/A
Enemy	N/A

◆	FP	👜
0	0	0

1 Enemy Group — Antlion x5, Atomos x3 — A
2 Enemy Group — Quetzalcoatl x3, Storm Wolf x5 — B
3 Enemy Group — Atomos x6 — C
4 Enemy Reinforcements — Quetzalcoatl x3, Storm Wolf x3 (Appears after 0:40.) — A
5 Enemy Reinforcements — Antlion x9 (Appears after 0:50.) — B
6 Enemy Reinforcements — Storm Wolf x7, Thunder Drake x3 (Appears after 1:00.) — C
7 Enemy Reinforcements — Antlion x18 (Appears after 2:00.) — D
8 Other Units — Auroche

PART 1: World Guide
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MISSION WALKTHROUGH

Many enemy melee units appear on this map, including a reinforcement wave of a whopping 18 Antlions that start filtering rapidly onto the map after approximately two minutes, so choose leaders Filo and Llyud and put strong flyers in your Esper Troupe. To correspond to the enemies' elemental weaknesses, use ranged Fire Espers, and Earth-type for your melee and flying Espers. If possible, it's wise to place one of the Rank III Espers, either Titan or Exodus, into your troupe as well. (If you've made Pacts with both Titan and Exodus, then go with Exodus.)

Don't Worry About Auroche

Auroche appears in this mission as a guest character. After a short period of time, he starts moving toward the bottom-left side of the field. Even if he gets KO'd, you won't get a Game Over.

BUILD UP YOUR AIR FORCE

When the mission starts, there aren't many enemies on the field, but after a short time reinforcements begin to arrive. Summon mostly flying Espers from the summoning gate near your starting position, then as you reinforce your air numbers, head to the bottom-left side of the field. Aside from a few Quetzalcoatl ranged units (easily defeated with Kytes's magick), your flying force should dominate the field.

Capture the neutral summoning gate midway down the field and summon more flyers. You'll need a substantial air force to counter the swarm of Storm Wolves, Thunder Drakes, and Antlions about to arrive! Keep Llyud, Filo, and your flyers in the forefront to tear through these enemy melee units.

Tomaj's Mission 64: Comfort Food

THE YMIR QUL RANGE

LEVEL 38

To raise morale after the latest round of battles, Tomaj divulges some information on a new source of food. Can Vaan and the group gather the ingredients to try out delicious new recipes?

MISSION PREREQUISITE

Clear Mission 7-4 and T16, then talk to Penelo twice in the Sky Saloon.

OBJECTIVES

- Gather the foodstuffs! (Cockatrice Eggs)
- At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH

UNITS

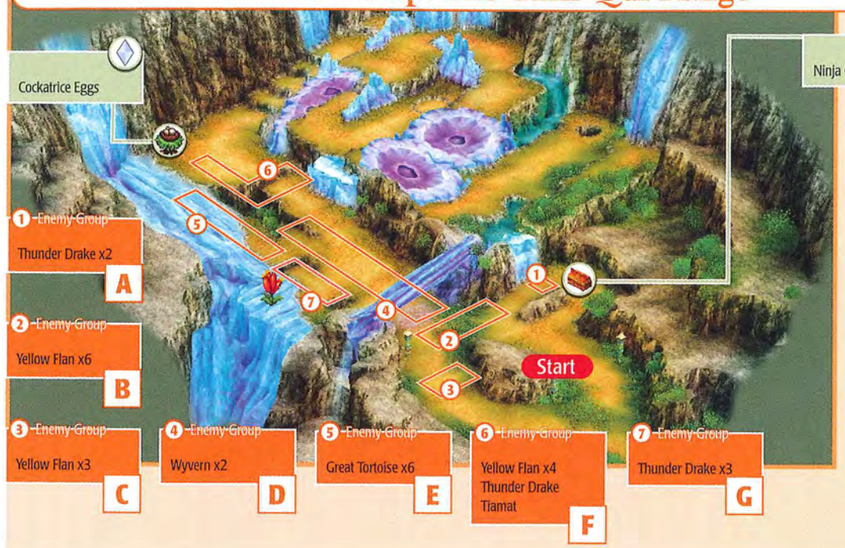
YELLOW FLAN	GREAT TORTOISE	THUNDER DRAKE	WYVERN	TIAMAT
LV. 38 · R I · T Melee · N ⚡ W ● R ⚡	LV. 39 · R II · T Melee · N -- W -- R --	LV. 39 · R II · T Ranged · N ⚡ W ● R ⚡	LV. 38 · R II · T Flying · N ◐ W 💧 R ◐	LV. 45 · R III · T Ranged · N ⚡ W ● R ⚡

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Crimson Gear, Auracite	White Gold (75%), Pure Gold (25%)	None

T64-T65

Mission Map: The Ymir Qul Range



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	1	1

Foraging Item: Ochrebud

MISSION WALKTHROUGH

Speed is essential in this mission, so equip Vaan with his Sprint Shoes. Most of the enemy Espers that appear during this mission are weak against Earth-element attacks, so fill your Esper Troupe with Earth Espers, especially strong melee units to counter the ranged Thunder Drakes and Tiamat. You should also include one flying leader and some Atomos Espers to deal with all the enemy Flan and Tortoise melee units.

Take Your Time Early

These enemies won't come after your party. There are no summoning gates to use to replace losses, so restore everyone's HP and proceed safely in the fights before making a run to the eggs.

This mission is completed when any of your leaders nabs the Cockatrice Eggs near the upper waterfall. When the mission starts, open the treasure chest near the starting point to get the **Ninja Gear**, then send your entire allied force along the path to get the Cockatrice Eggs.

Egg Sprint

Note that there's no need to defeat the Rank III Tiamat. You can just make a beeline for the Cockatrice Eggs if you want. Try sending Vaan directly to the eggs, especially if he's equipped with the Sprint Shoes and his Sprint ability is equipped.

You can drastically reduce the time spent on this mission by using movement-increasing abilities such as Vaan's Sprint or Filo's Glide ability. After clearing out the lower end of the area near the purple arch, let Vaan sprint or Filo fly directly to the Cockatrice Eggs. Fling your other troops up the river valley right behind to support and draw attention away from the egg seeker.

Tomaj's Mission 65: Incentive

THE YMIR QUL RANGE

LEVEL 38

Tomaj has learned of a rare Material ideal for forging powerful new weapons, discovered in the Ymir Qul Underground. He convinces Vaan and the others to check it out. However, it turns out the aegyl consider the Material a treasure and they guard it jealously.

MISSION PREREQUISITE	OBJECTIVES
Clear T63, then talk to Cu Sith, Master Artificer after forging 31 items.	• Gather the Material! (Ephemeral Ore) • At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

CHOCOBO LV. 38 — R I T Melee — N -- W -- R --

RAMIH LV. 38 — R I T Flying — N W R

IXION LV. 39 — R II T Melee — N W R

LAMIA LV. 39 — R II T Ranged — N W R

RAMUH LV. 40 — R III T Flying — N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
None	Opal (75%), Diamond (25%)	None

Mission Map: The Ymir Qul Range



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
3	2	0

Foraging Item: Ochrebud

MISSION WALKTHROUGH

Lamias use the Entice ability to inflict the Confuse status on your units. A lot of these foes appear on the map at the start, and they also gradually arrive as reinforcements. Your melee Rank II Ixion has status resistance to Confuse, so put this creature in your Esper Troupe and use it as your main counterforce against the Lamias. (You can also use Golems for this purpose, but they're weak against the Lamias' Fire element, a real liability.) If you have both Vaan and Basch available, deploy them both, since you need a strong melee presence in this mission. Add one ranged leader to contend with the powerful Rank III flying Esper, Ramuh. Kytes is a good option because of his Stonega attack; add a ranged Earth Esper, like the Cu Sith, to target Ramuh's weakness to the Earth element.

Wait for Basch

If you include the Ixion in your Esper Troupe and deploy both Vaan and Basch, the battle should go smoothly. If you don't have Basch yet, you can wait until he joins your party before you undertake this hunt.

To clear the mission, you need to scavenge all four Materials from the Solid Stone (Ephemeral Ore) near the easternmost waterfall on the back cliff wall. Send your full force along the path illustrated on the Recommended Route map, defeating enemies and picking up the items along the way. When fighting the Lamias, lead with your Ixions. Also, since there's a chance your leaders may fall in battle, send all of your allies to the Ephemeral Ore at once to speed up the scavenging rate.

Mid-Grade Marvels

This is the only mission in the game where you can acquire Scarletite and one of only two missions where you can acquire Opals. While the higher-grade materials Zodiac and Diamond are more useful for forging weapons, they can be acquired later in the game. If a complete items list is one of your goals, snag both of these elusive mid-grade Materials before completing the mission.

RECOMMENDED ROUTE



1. Defeat enemy group A (nine Chocobos!), then scavenge the Solid Stone node at the top of the rise.
2. Work your way back around to defeat enemy group B.
3. Defeat enemy group C and then D, then scavenge the Limpid Crystal Node.
4. Defeat enemy group E and then F, then scavenge the Solid Stone Node.

Tomaj's Mission 66: Ordered Chaos

AURALITH'S CRADLE

LEVEL 40

The group learns about an aegyl force assembling amidst the soaring peaks of Arda preparing to attack Ivalice. Using auracite as payment, they've hired a group of mercenary sky pirates to work with them. Vaan and crew head toward Auralith's Cradle to put a stop to this madness.

MISSION PREREQUISITE	OBJECTIVES
Clear Mission 7-4.	• Destroy the enemy soul crystal! • Your soul crystal must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN | PENELO | KYTES | FILO | LLYUD | BALTHIER | FRAN | ASHE | BASCH

UNITS

SELLSWORD SKY PIRATE	FORGETFUL SEEQ	APATHETICAL SKY PIRATE	BLOOD-CRAVING AEGYL	MELWE THE CAPRICIOUS
LV. 42 R LD. T Melee N -- W R --	LV. 41 R LD. T Ranged N -- W -- R --	LV. 41 R LD. T Ranged N W -- R --	LV. 40 R LD. T Flying N -- W R --	LV. 40 R LD. T Flying N -- W -- R --

REMORA	SHIVAN	DIABOLOS	CARBUNCLE	SHIVA
LV. 40 R I T Melee N W R	LV. 40 R I T Ranged N W R	LV. 41 R II T Flying N -- W -- R --	LV. 41 R II T Ranged N W -- R --	LV. 42 R III T Ranged N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
10000 Gil, Artemis Bow, Auracite x2	Water Magicite (75%), Water Crystal (25%)	None

Mission Map: The Ymir Qul Underground



1 Enemy Group: Melwe the Capricious, Diabolos x4 — A
2 Enemy Group: Blood-craving Aegyl, Diabolos x4 — B
3 Enemy Group: Apathetical Sky Pirate, Shivan x3 — C
4 Enemy Group: Forgetful Seeq, Shivan x4 — D
5 Enemy Group: Sellsword Sky Pirate, Remora x3, Carbuncle x2 — E

MAP DATA

Summoning Gates	
Ally	0
Neutral	1
Enemy	4

Soul Crystals	
Ally	1 (HP 3500)
Enemy	1 (HP 3500)

	FP	
0	0	0

In addition to the enemies listed here, Remoras, Shivans, Diaboloses, Carbuncles and Shiva will emerge from the enemy summoning gates (only one Shiva can be on the field at a time).

MISSION WALKTHROUGH

Most of the enemies in this mission are flying or ranged units, so add one Rank II or higher melee and one ranged Esper to your Esper Troupe. Also, make these choices Fire Espers to deal heavy damage to the Fire-weak enemy Espers (Shiva, Shivan) and a couple of the sky pirate leaders. As with your Espers, your leaders should be primarily flying or ranged.

Make a Full Rush

Leave your own soul crystal unguarded; just send your entire massed force to attack the enemy soul crystal.

At the start of the mission, send your flyers out to capture the nearby summoning gate to the northeast. Once that gate is open, immediately summon lots of ranged units to defeat approaching enemy groups A and B; each is a squad of flying Diabolos led by a sky pirate. Now send your full combined force to hit the enemy soul crystal. The powerful enemy Shiva may appear from the summoning gate at the far left side of the field, but just focus on destroying the soul crystal.

Tomaj's Mission 67: Echo of Thunder

AURALITH'S CRADLE

LEVEL 46

Deep in the cradle of the mountains, the scion Shemhazai has risen in response to the anger spewing from the aegyl's awakening anima. Now the entire island shakes with the power of crashing thunder...and it's up to Vaan and the group to stop it!

MISSION PREREQUISITE	OBJECTIVES
Clear Mission 7-4.	• Defeat Shemhazai! • At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN | PENELO | KYTES | FILO | LLYUD | BALTHIER* | FRAN | ASHE | BASCH

(= Mandatory)*

UNITS

ANTLION — LV. 47 | R II | T Melee | N -- | W -- | R --

VAMPYR — LV. 47 | R II | T Flying | N -- | W | R --

IXION — LV. 47 | R II | T Melee | N | W | R

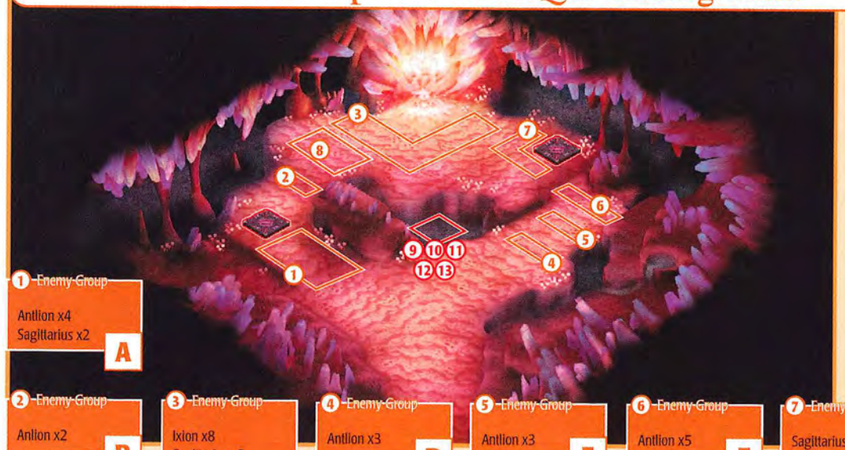
SAGITTARIUS — LV. 47 | R II | T Ranged | N | W | R

SHEMHAZAI — LV. 48 | R III | T Melee | N | W | R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Vortex, Brave Suit, Auracite	Tyrant Bone, Wyvern Bone	Aspect Blitz (Balthier) [Quickening], Shemhazai [Esper unlocked]

Mission Map: The Ymir Qul Underground



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	2

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

1 Enemy Group — Antlion x4, Sagittarius x2 — A

2 Enemy Group — Antlion x2 — B

3 Enemy Group — Ixion x8, Sagittarius x3, Shemhazai — C

4 Enemy Group — Antlion x3 — D

5 Enemy Group — Antlion x3 — E

6 Enemy Group — Antlion x5 — F

7 Enemy Group — Sagittarius x5 — G

8 Enemy Group — Vampyr x4 — H

9 Enemy Reinforcements — Vampyr x6 (Appears after 1:00.) — A

10 Enemy Reinforcements — Vampyr x8 (Appears after 2:00.) — B

11 Enemy Reinforcements — Vampyr x4 (Appears after 3:00.) — C

12 Enemy Reinforcements — Vampyr x8 (Appears after 4:00.) — D

13 Enemy Reinforcements — Vampyr x2 (Appears in 30-second intervals after 5:00.) — E

MISSION WALKTHROUGH

Besides the Antlions and Vampyrs, all of the other Enemy Espers—including Shemhazai—are weak against Earth attacks, so make sure your flyers are Earth Espers. Shemhazai and most enemies in the early going are melee-types, but then the hordes of reinforcements that arrive later are primarily flying Vampyrs. So a good move is to put both a Rank II and a Rank III flying Esper in your Esper Troupe; flyers have the upper hand versus the early melee units and they match straight up versus the Vampyrs later. If you can deploy both the Rank III Exodus and the Rank II Atomos, you'll be in very good shape. As for your leaders, make sure you deploy Filo and Llyud (flyers), who are strong against melee enemies. Set Kytes's gambit to Stonega.

Follow Your Destiny First

If you complete mission T68, Destiny in the Stars, and thus acquire Exodus before coming here, this battle will go very smoothly.

The enemy defenses are tough in either direction, but perhaps just slightly lighter on the left side of the field than on the right. When the mission starts, take the left path to the summoning gate and capture it. Quickly dismiss all your Espers other than flyers and healers, then summon lots of new flying Espers and attack Shemhazai. Even if enemy reinforcements show up during the fight, just ignore them and keep the pressure on the scion!

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

Tomaj's Mission 68: Destiny in the Stars

GUGOZA FALLS

LEVEL 46

To investigate a rumor that a star has fallen near Gugoza Falls, Vaan and his party return once again to the uninhabited island of Tswarra. There they find Exodus, another scion with the power to shake the foundations of the earth itself.

MISSION PREREQUISITE
Clear Mission 7-4.

OBJECTIVES
- Defeat Exodus!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5
VAAN, PENELO, KYTES, FILO, LLYUD, BALTHIER, FRAN*, ASHE, BASCH
(* = Mandatory)

UNITS

ARCTIC WOLF — LV. 47 | R I | T Melee | N | W | R

GREEN WYRM — LV. 47 | R II | T Ranged | N | W | R

MALBORO — LV. 47 | R II | T Melee | N -- | W -- | R --

SIREN — LV. 47 | R II | T Flying | N | W | R

EXODUS — LV. 48 | R III | T Flying | N | W | R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Dancing Queen, Battle Suit, Auracite	Destrier Mane (75%), Dragon Whisker (25%)	Gaze of the Void (Fran) [Quickening], Exodus [Esper unlocked]

Mission Map: Gugoza Falls



Virgin Timber (Sturdy Wood) Oakwood Chips (67%) Oakwood Stick (22%) Oakwood Log (11%)

Strange Liquid (Glittering Dust) Stardust (67%) Moondust (22%) Sundust (11%)

Inscrutable Bones (Starched Twine) Coeurl Whisker (67%) Destrier Mane (22%) Dragon Whisker (11%)

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
3	2	0

1 Enemy Group — Malboro x3, Siren x3 — A

2 Enemy Group — Arctic Wolf x3, Green Wyrm x2 — B

3 Enemy Group — Green Wyrm x2 — C

4 Enemy Group — Green Wyrm x2, Siren x4 — D

5 Enemy Group — Arctic Wolf x3, Green Wyrm x3, Siren x2 — E

6 Enemy Group — Malboro x4, Siren x4, Exodus — F

7 Enemy Group — Siren x3 — G

8 Enemy Group — Malboro x8 — H

9 Enemy Group — Malboro — I

Foraging Item: Maiden's Cap

T69-T70

MISSION WALKTHROUGH

Rank II Espers of all types are scattered all around the map. Prep for them by putting your own Rank II Espers of all three types in your Esper Troupe. To match up with enemy weaknesses, pick Fire Espers as your melee and flying units (Balasa and Wyvern), and choose a Lightning Esper for your ranged unit (Sagittarius). Keep a balance amongst the three unit types for your leaders as well. Don't forget to add Penelo, as healing will be very important in this mission, because there are no summoning gates.

AVOID COSTLY BATTLES!

Since there are no summoning gates, you must make it through with just your five Leaders and your initial Esper deployment. If you want to scavenge all three Material Nodes, prepare for a lot of tough fighting, as attacking either of the innocuous-looking enemy groups G or I will bring the wrath of eight Malboros. Make sure you pinpoint where the Maiden's Cap Foraging Points are located, and run for them if you get overwhelmed and your healers can't keep up with the damage.

FOCUS ON EXODUS

Upon reaching Exodus, you may want to defeat a few of the nearby Sirens and Malboros to make the battle a little easier. Since Fran is a mandatory deployment in this mission, you can use her long-range attacks to get in some good shots before they even reach your party. Next, descend on the Malboros with your flyers while Fran turns her attention to the deadly Sirens.

Don't waste too much time on thinning the herd. At some point, you must turn your group's full fury on Exodus and ignore any remaining hostiles around him (if Vaan or Kytes has stored up a Mist Charge, this is the time to use it). Keep Fran and your ranged units protected, since they'll inflict the most damage on the flying Exodus.

Tomaj's Mission 69: Escape Escapade

ZWAUA RAINWOOD

LEVEL 50

The group finds Rikken's gang, whose fate was unknown after the Muruc Cahuac Skysea was destroyed. Rikken challenges Vaan's party to a 3-on-3 test of strength and Vaan agrees. But the "3-on-3" turns out to be somewhat misleading...

MISSION PREREQUISITE

Clear Mission 8-4.

OBJECTIVES

- Defeat Rikken, Elza, and Raz!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 3

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

RIKKEN — lv 52 — R LD. T Melee — N W -- R --

ELZA — lv 50 — R LD. T Ranged — N W R

RAZ — lv 50 — R LD. T Flying — N -- W -- R --

WHITE HARE — lv 50 — R I T Ranged — N W -- R --

AQUARIUS — lv 50 — R I T Flying — N W R

ARCTIC WOLF — lv 50 — R II T Melee — N W R

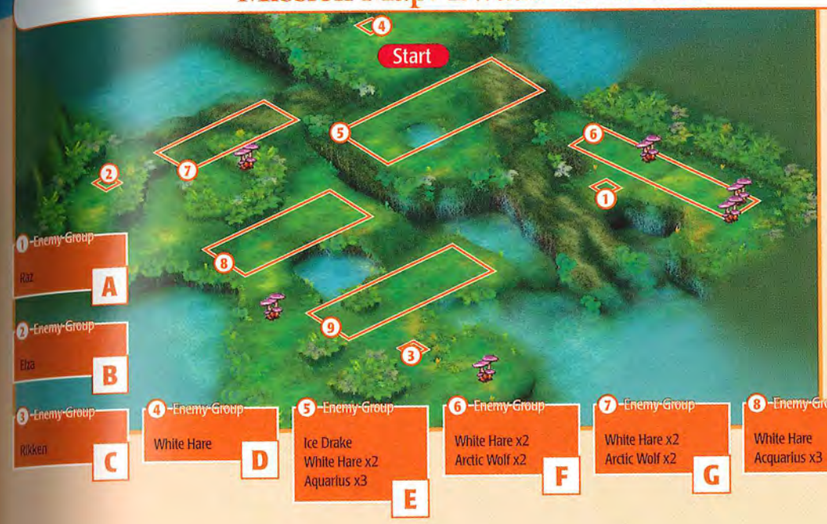
ICE DRAKE — lv 50 — R II T Ranged — N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
11000 Gil, Dueling Mask, Auracite x3	Storm Magicite (75%), Storm Crystal (25%)	None

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

Mission Map: Zwaua Rainwood



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	8	0

MISSION WALKTHROUGH

You can deploy only three Leaders against Rikken's gang and you cannot summon Espers. Rikken is a melee unit, Raz is flying, and Elza is ranged, so pick any three leaders of these types for your team. Since Rikken, the most powerful of the group, has Water-element attacks, make sure that none of the leaders you deploy is weak against Water.

Rikken's gang is spread out on the map and roaming monsters complicate the matter. Send all your units out together and take out Raz on the right first, then target Elza on the left. Rikken will start moving toward your position, so it's difficult to gang up on Rikken and Elza separately. The key is to be leveled-up enough (try level 50 or so) to fight them, and equip your party with your most powerful items.

Trim the Hares

Consider picking off some of the White Hares in each area before fighting Rikken's gang. Hares hurl healing spells at your foes as the fight rages, which can become troublesome.

There's also an alternate approach: If your characters are around level 50, deploy Vaan, Kytes and Llyud. Send Vaan after Elza, Kytes after Raz, and Llyud after Rikken to participate in one-on-one matches. Set any of Vaan's Gambits (except for Sprint) ON during his fight. Let Kytes use "Charge" and then use his magicks in order. Turn on Llyud "Lancer" Gambit during the fight, too. Once all three battles are engaged, focus on Kytes and manually use each of his spells in succession. Next, switch over to Llyud and use his abilities on Rikken. Vaan should survive if you leave him on his own, but don't forget to check on him.

Tomaj's Mission 70: An Uninvited Invitation

SHADOW OF PAHARO

LEVEL 50

Balthier receives a mysterious letter that concludes, "We'll wait for you at the Shadow of Paharo." It turns out to be the angry and hate-filled Bangaas of the Ba'Gamnan Gang.

MISSION PREREQUISITE

Clear Mission 8-4.

OBJECTIVES

- Defeat Ba'Gamnan and his crew!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER* FRAN ASHE BASCH

(= Mandatory)*

UNITS

BA'GAMNAN — LV. 52 — R LD. T Melee — N -- W -- R

BWAGI — LV. 51 — R LD. T Melee — N W R

GIJUK — LV. 51 — R LD. T Ranged — N -- W R

RINOK — LV. 51 — R LD. T Melee — N W R

GOBLIN — LV. 51 — R I T Melee — N W R

RAMIH — LV. 51 — R I T Flying — N W R R

TONBERRY — LV. 52 — R II T Melee — N -- W -- R --

LAMIA — LV. 52 — R II T Ranged — N W R R

RAMUH — LV. 53 — R III T Flying — N W R R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
15000 Gil, Sagittarius, Diamond Ring, Auracite x2	Water Magicite (75%), Water Crystal (25%)	None

Mission Map: Shadow of Paharo



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	5

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

In addition to the enemies listed here, Goblins, Ramihs, Tonberrys, Lamias, and Ramuhs will emerge from the enemy summoning gates. (Only one Ramuh can be on the map at a time.)

MISSION WALKTHROUGH

Most of the enemies on the map are melee- and ranged-types, so create a team primarily of flying and melee units. However, bring along a few ranged Cu Siths to take on the enemy Ramuh, a flying Rank III Esper weak against Earth attacks. Also, keep in mind that the enemy ranged units will use area-effect attacks that can inflict Confuse on large clusters of flyers, so deploy either Penelo or Fran to dispel this effect.

At the start of the mission, you control no summoning gates so capture the nearby gate. After doing so, just attack the Goblins in enemy group A. Do not attack the nearby Lamias of in enemy group I! They're a tempting target, but they won't attack right away, and Gijuk's powerful enemy group F approaches almost immediately after you seize the first summoning gate. Gijuk's group includes Ramuh, so if you're engaging the Lamias when he arrives, you'll be in serious trouble.

Esper Tips

Put Fire- or Water-element Espers into your Esper Troupe, as long as they are not weak against Ramuh's Lightning. Very few Espers will emerge from the enemy summoning gates; once you capture two or three, you can safely ignore the others.

Ramuh's Judgment

If you just throw your entire party at enemy group F as it first approaches, Ramuh will slam them with a powerful Judgment Bolt area attack. Send a single Esper at him first to elicit the attack while the rest of your force is out of range.

Summon some Cu Siths to target Ramuh and the three Ramih minions, and send your melee units against the ranged Gijuk. After clearing the area, knock out the Lamias and proceed to the right to take out enemy groups C (Bwagi's Team), D, and E (Rinok's Team); capture the gates they're guarding, as well. With the new Affinity available, beef up your force and let the rest of the enemies apprroach. Ba'Gamnan's team consists of a large group of melee Espers, so summon extra flyers to face him.

Tomaj's Mission 71: For a Moment's Peace

THE DALMASCA ESTERSAND

LEVEL 48

Aegyl seeking revenge on Ivalice gather in the Dalmasca Estersand, planning to attack Rabanastre. You must halt these invaders before they reach the Royal City.

MISSION PREREQUISITE

Clear Mission 8-4.

OBJECTIVES

- Capture the summoning gates!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

QUINT — LV. 48 — R LD. T Flying — N W -- R --

AEGYL VANGUARD — LV. 49 — R LD. T Flying — N W -- R --

DOLEFUL AEGYL — LV. 49 — R LD. T Flying — N W -- R

HAWK-EYED AEGYL — LV. 48 — R LD. T Flying — N W -- R

CHOCOBO — LV. 48 — R I T Melee — N -- W -- R --

CACTOID — LV. 48 — R I T Ranged — N W R R

SHIVAR — LV. 49 — R II T Ranged — N W R R

DIABOLOS — LV. 49 — R II T Flying — N -- W -- R --

TITAN — LV. 50 — R III T Melee — N W R R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
22500 Gil, Anvil of Earth, Sun Earrings, Auracite x2	Spinel (75%), Ruby (25%)	None

T71-T72

Mission Map: The Dalmasca Estersand (I)



Sparkling Stone
(Red Gemstone)
Garnet (67%)
Spinel (22%)
Ruby (11%)

Limpid Crystal
(Earth Shard)
Earth Stone (33%)
Earth Magicite (33%)
Earth Crystal (17%)
Earth Gem (17%)

Inscrutable Bones
(Luxuriant Hide)
Ahriman Wing (67%)
Tyrant Wing (22%)
Wyvern Wing (11%)

Solid Stone
(Precious Ore)
Pink Gold (67%)
White Gold (22%)
Pure Gold (11%)

MAP DATA

Summoning Gates	
Ally	1
Neutral	1
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
4	0	0

In addition to the enemies listed here, Chocobos, Cactoids, Shivars, Diabloses, and Titan will emerge from the enemy summoning gates. (Only one Titan can appear on the map at a time.)

MISSION WALKTHROUGH

All of the enemy leaders are flyers, but they lead a lot of melee and ranged units. Select Rank II or lower ranged Espers, and make your leaders and Rank III Espers melee or flying. As far as elements choices, Fire is best; the Wyvern is a good unit for countering the enemy Titan.

Enemy groups A through D will appear after some time passes, but groups E and F prioritize protecting their summoning gates. Defeat the enemies that come after your party first, then follow the path on the Recommended Route map, scavenging Material Nodes and opening summoning gates in the process. A good tactic to follow is to send one fast-moving leader to harvest the distant Material Nodes.

Be Titan-Ready

Even if you defeat the enemy Titan, he's summoned immediately from another summoning gate. You can't avoid fighting him multiple times, so be ready with your Wyverns.

RECOMMENDED ROUTE



1. Summon Rank II-III Espers, then wait for enemy groups A through D and defeat them all.
2. Send any allied leader along the light blue route to harvest Material Nodes, and send everyone else along the dark blue route to open the summoning gates.
3. Get all of the items from the Material Nodes before opening the last summoning gate.

Tomaj's Mission 72: Dalmascan Treasure

THE DALMASCA ESTERSAND

LEVEL 48

A strange Material has been sighted in the same Dalmasca Estersand that has been Vaan's homeland hunting grounds. How could there be a treasure there that he didn't know about?

MISSION PREREQUISITE

Clear Mission 8-4, then talk to Cu Sith after forging 41 items.

OBJECTIVES

- Gather the treasure! (Rare Gemstone)
- At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

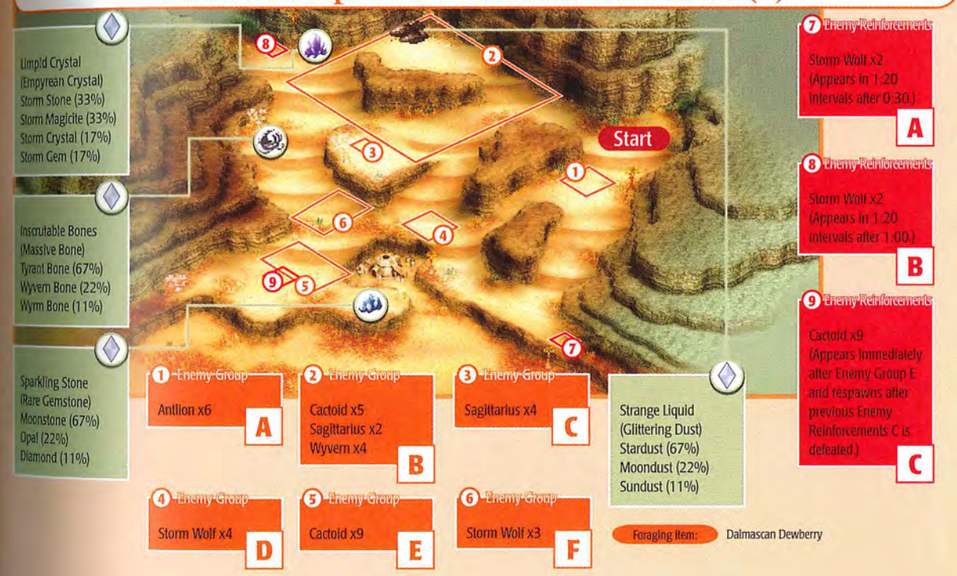
UNITS



OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Forbidden Grimoire, Wizard's Satchel, Auracite	Opal (75%), Diamond (25%)	None

Mission Map: The Dalmasca Estersand (2)



Limpid Crystal
(Empyrean Crystal)
Storm Stone (33%)
Storm Magicite (33%)
Storm Crystal (17%)
Storm Gem (17%)

Inscrutable Bones
(Massive Bone)
Tyrant Bone (67%)
Wyvern Bone (22%)
Wyrm Bone (11%)

Sparkling Stone
(Rare Gemstone)
Moonstone (67%)
Opal (22%)
Diamond (11%)

Strange Liquid
(Glittering Dust)
Stardust (67%)
Moondust (22%)
Sundust (11%)

Foraging Item: Dalmascan Dewberry

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
4	2	0

MISSION WALKTHROUGH

To unlock this mission, you must repeat some Melee Battles over and over again to find enough materials to forge weapons. You need to craft 41 different weapons at The Forge before this mission is available. Because of this, your units' levels will probably be much higher than those of the monsters deployed, meaning that you can deploy your leaders and Esper Troupe freely and still win the battle with ease. If you want a bit more reliability, a lot of Cactoids appear in this mission, so you may want to deploy primarily melee units. Kytes's and Ashe's area-attack abilities also come in handy.

Quick Finish

If you don't care about the other Material Nodes, just use Vaan's Sprint ability and run directly for the Sparkling Stone Node. Taking this approach will enable you to quickly clear the mission.

The Material Node you must scavenge is on the lower edge of the field. Proceed counter clockwise around the exterior of the field to scavenge the other Material Nodes first, if you want to stock up on more Materials. One word of warning: After defeating the giant cluster of Cactoids in enemy group E, a new Cactoid horde warps right in and proceeds to attack. There's no point in fighting them all; just send a leader to run to the node.

Tomaj's Mission 73: Just for Penelo

THE GIZA PLAINS

LEVEL 48

It's the season for Starfruit on the Giza Plains. Penelo would like to make a delicious meal for everyone before the final battle with Feolthanos, so the group heads off to fetch the Starfruit and grant Penelo's wish.

MISSION PREREQUISITE	OBJECTIVES
Clear Mission 8-4 and T64, then talk to Penelo in the Sky Saloon twice.	• Gather the foodstuffs! (Starfruit) • At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH

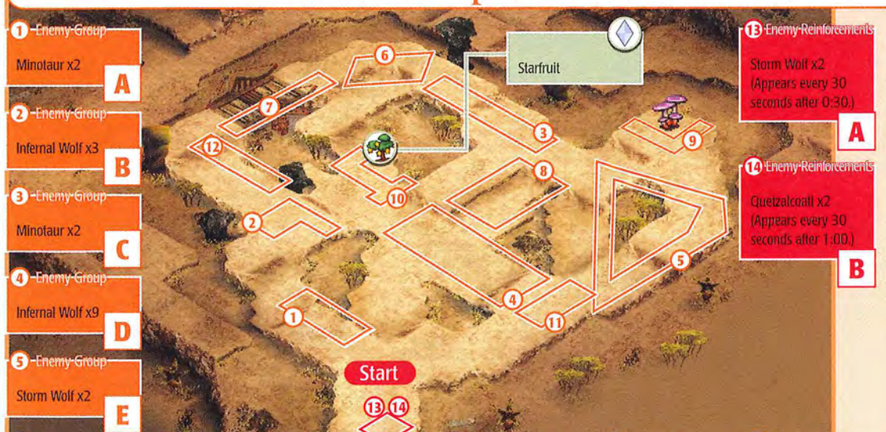
UNITS

QUETZALCOATL	INFERNAL WOLF	STORM WOLF	MINOTAUR	GOLEM
LV. 48	LV. 48	LV. 48	LV. 50	LV. 99
R I T Ranged	R II T Melee	R II T Melee	R II T Melee	R II T Melee
N W R	N W R	N W R	N W R	N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Hammer of Lightning, Rune Armlet, Auracite	Destrier Mane (75%), Dragon Whisker	None

Mission Map: Giza Plains



- 1 Enemy Group — Minotaur x2 — A
- 2 Enemy Group — Infernal Wolf x3 — B
- 3 Enemy Group — Minotaur x2 — C
- 4 Enemy Group — Infernal Wolf x9 — D
- 5 Enemy Group — Storm Wolf x2 — E
- 6 Enemy Group — Minotaur — F
- 7 Enemy Group — Minotaur — G
- 8 Enemy Group — Golem x5 — H
- 9 Enemy Group — Storm Wolf x2 — I
- 10 Enemy Group — Quetzalcoatl x3, Golem x11 — J
- 11 Enemy Group — Minotaur x2 — K
- 12 Enemy Group — Golem x2 — L
- 13 Enemy Reinforcements — Storm Wolf x2 (Appears every 30 seconds after 0:30.) — A
- 14 Enemy Reinforcements — Quetzalcoatl x2 (Appears every 30 seconds after 1:00.) — B

MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	2	0

MISSION WALKTHROUGH

Other than a few Quetzalcoatls, all of the enemies in this mission are melee-types, including some ridiculously tough Level 99 Golems, so you'll get a lot of mileage out of Fire-element flying units. Deploy Filo and Llyud and include Wyverns in your Esper Troupe; consider adding the Rank III Chaos, as well.

First off, note the brutal platoon of 11 Golems near the Starfruit. It is possible (but very difficult) to defeat them, but a safer way to complete the mission is to skirt the right edge of the map and approach the Starfruit from the back, where only three Quetzalcoatls guard the tree. There, Kytes can quickly take out the Quetzalcoatls, allowing Filo or Vaan or any other fast unit to slip in and snag the Starfruit—no Golem-fighting required!

Along the way, however, you can either avoid the five-Golem patrol of enemy group H or fight them one at a time as the stragglers come out (the entire Golem group won't attack if you do this). The suggested Wyverns and Chocobos are a good way to make this happen, since they move quickly. However, you still need units powerful enough to fend off the reinforcements, as well as enemy group D, who will attack regardless.

Tomaj's Mission 74: Dance of the Dead

THE PARAMINA RIFT

LEVEL 60

A monstrous scion appears in the Paramina Rift, turning the sleeping dead into horrifying legions at its beck and call. At Larsa's request, Vaan's crew sets out to silence the scion and halt the pending desecration of holy Bur-Omisace.

MISSION PREREQUISITE	OBJECTIVES
Clear Mission 8-4.	• Defeat Zalera! • At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH*

(* = Mandatory)

UNITS

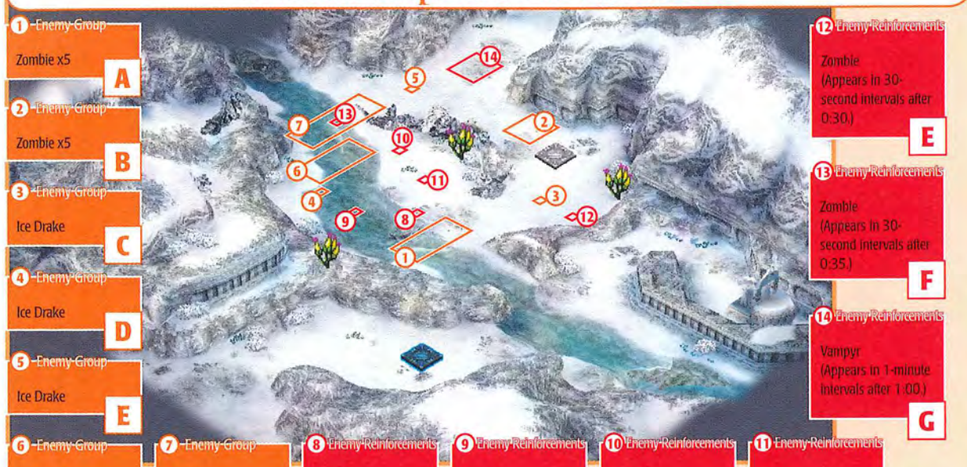
ZOMBIE	VAMPYR	ICE DRAKE	ZALERA
LV. 50	LV. 55	LV. 55	LV. 65
R I T Melee	R II T Flying	R II T Ranged	R III T Ranged
N W R	N W R	N W R	N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
22500 Gil, Volcano, Maximillian, Auracite	Oakwood Stick (75%), Oakwood Log (25%)	Apocalypse Shield (Basch) [Quickening], Zalera [Esper Unlocked]

T74-T75

Mission Map: The Paramina Rift



MAP DATA

Summoning Gates	
Ally	1
Neutral	1
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	3	0

MISSION WALKTHROUGH

There are two solutions to try here. If your characters are around level 60, try this approach:

Vampyres and Zombies appear gradually, but relentlessly, all over the map, so it's important to work out your strategy for defeating enemies on the go. The leaders listed in the following table should make it easier to defeat the enemies. Be sure to summon Espers of the same unit types for each leader's team, then fight against the designated targets (see table) in battle. If Ice Drakes and Vampyres approach, defeat them immediately. If only two or so Zombies approach, though, you can ignore them and make moving a priority. Wait until there are groups of 4-5 Zombies before attempting to fight them.

LEADERS AND ESPERS	TARGETS
Basch/Vaan, Ifrit	Zombies, Ice Drakes, Zalera
Filo, Llyud, Wyvern	Zombies, Vampyres
Kytes	Vampyres, Ice Drakes
Penelo, Carbuncles	(Healing)

DEFEAT THE VAMPYRES BEFORE FIGHTING ZALERA

Zalera is a ranged Esper, so use melee-types to fight him. However, if you just approach him immediately, you'll get into an extremely dangerous battle against the six flying Vampyres who will chew up any melee units. Follow the path on the Recommended Route map, fight Vampyres with only Kytes and your flyers, then send only your melee units to fight Zalera after you've defeated the Vampyres. While your melee units tangle with the deadly Rank III Esper, use the rest of your crew as support to defeat approaching Zombies and Vampyres.

ALTERNATE APPROACH: THE BOTTLENECK

You can complete this mission with a team at much lower levels. In fact, the following strategy was effective with a level 40 party:

Instead of Filo, deploy Vaan (for his awesome quickenings), and instead of Ifrit, deploy Ultima. Keep your troops just inside the bottleneck at the start point, summoning all Wyverns to Vaan's and Kytes's teams. Since Zombies and Vampyres are both short-range attackers, the bottleneck makes it possible to hold off large armies at once while the Wyverns roll over them with their Fire Breath ability (plus Kytes's magick and Ultima's occasional Eschaton). Fortify your Espers using your accumulated AP while waiting for all the enemies on the field (except for the six Vampyres in Zalera's posse) to approach, so you don't end up getting surrounded when you eventually make the trek across the field.

The most dangerous enemies amongst these are the Ice Drakes, which arrive en masse and inflict serious damage to your Wyverns, bottleneck or not. By that point, however, you should have quickenings (either Nature's Wrath or Pyroclasm) ready to go, so use them to smash Ice Drakes when they arrive. Once the entire starting allotment of Espers has been disposed of, you can start moving along the right side of the field toward Zalera. Unseal the summoning gate on your way to get your own reinforcements.

Send a Wyvern or two to intercept any Zombie reinforcements; a single Wyvern can easily defeat as many as two or three Zombies at this point. Once you get in the area, take out Zalera with your army of fortified Wyverns, Kytes's magick, and quickenings.

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RECOMMENDED ROUTE

1. Dismiss all Rank I Espers, then summon as many Rank II-III Espers as possible.
2. Draw enemies in until you defeat the Ice Drakes.
3. Defeat the three Vampyres of enemy group G from afar using Kytes's magick.
4. Open the summoning gate and restore any lost Espers.
5. Defeat the three Vampyres on the right side of enemy group G from afar using Kytes's magick, then send your melee team to attack Zalera.



Tomaj's Mission 75: Flames of Torment

RODA VOLCANO

LEVEL 48

Aegyl have been gathering at the base of the mountain that the Feol Viera once called home. Can Vaan's crew put a stop to their plans to invade Ivalice?

MISSION PREREQUISITE
Clear Mission 8-4.

OBJECTIVES
- Destroy the enemy soul crystal!
- Your soul crystal must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

FAITZ, SKYSEER — LV. 50 — R LD. T Flying — N -- W R
AEGYL WARMONGER — LV. 49 — R LD. T Flying — N W R
VENGEFUL AEGYL — LV. 49 — R LD. T Flying — N W -- R --
AVENGING AEGYL — LV. 49 — R LD. T Flying — N -- W -- R --
SALAMANDER — LV. 49 — R I T Ranged — N W R
GARCHIMACERA — LV. 49 — R I T Flying — N -- W -- R --
BALASA — LV. 50 — R II T Melee — N W R
ATOMOS — LV. 50 — R II T Flying — N W R
RAMUH — LV. 51 — R III T Flying — N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
20000 Gil, Forged by Fire, Auracite x3	Ring Wyrm Scales (75%), Emperor Scales (25%)	None

T75-T76

Tomaj's Mission 76: Restoring Honor

THE FEOL WARREN

LEVEL 48

The now-abandoned Feol Warren is run rampant with evil monsters and lies in ruin. To grant peace to the Feol Viera who rest here, Vaan's party seeks to exterminate the monster infestation.

MISSION PREREQUISITE

Clear Mission 8-4 and T60, then talk to Tomaj in the Sky Saloon.

OBJECTIVES

- Defeat the King Bomb!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT (MAX UNITS: 5)

VAAN | PENELO | KYTES | FILO | LLYUD | BALTHIER | FRAN | ASHE | BASCH

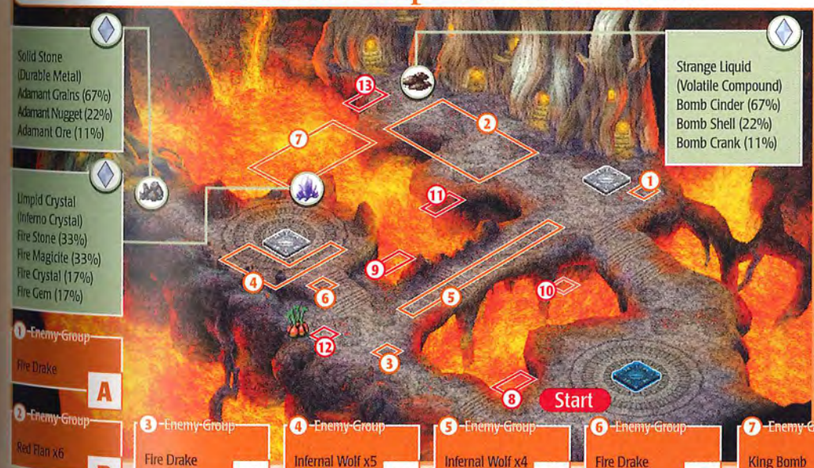
UNITS

BOMB	RED FLAN	INFERNAL WOLF	FIRE DRAKE	KING BOMB
lv. 48	lv. 48	lv. 48	lv. 49	lv. 55
R I T Flying	R I T Melee	R II T Melee	R II T Ranged	R III T Flying
N W R	N W R	N W R	N W R	N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
24000 Gil, Tempered in Ice, Garnet Ring, Auracite	Bomb Shell (75%), Bomb Crank (25%)	None

Mission Map: The Feol Warren



MAP DATA

Summoning Gates	
Ally	1
Neutral	2
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

FP		
3	1	0

Foraging Item: Knight Onions

1 Enemy Group — Fire Drake — A
2 Enemy Group — Red Flan x6 — B
3 Enemy Group — Fire Drake — C
4 Enemy Group — Infernal Wolf x5 — D
5 Enemy Group — Infernal Wolf x4 — E
6 Enemy Group — Fire Drake — F
7 Enemy Group — King Bomb, Bomb x12 — G

8 Enemy Reinforcements — Bomb (*1) (Appears in 50-second intervals after 0:10.) — A
9 Enemy Reinforcements — Bomb (*1) (Appears in 50-second intervals after 0:25.) — B
10 Enemy Reinforcements — Bomb (*1) (Appears in 50-second intervals after 0:50.) — C
11 Enemy Reinforcements — Bomb (*1) (Appears in 50-second intervals after 1:20.) — D
12 Enemy Reinforcements — Infernal Wolf x2 (Appears in 1:00 intervals after 2:30.) — E
13 Enemy Reinforcements — Fire Drake x2 (Appears in 1:00 intervals after 3:00.) — F

*1 One or two Bombs may appear in each reinforcement group.

Mission Map: The Feol Warren (Roda Volcano)



MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	4

Soul Crystals	
Ally	1 (HP: 4000)
Enemy	1 (HP: 4000)

FP		
0	0	0

In addition to the enemies listed here, Salamanders, Garchimaceras, Balasas, Atomoses, and Ramuh will emerge from the enemy summoning gates. (Only one Ramuh can appear on the field at a time.)

1 Enemy Group — Salamander x3 — A
2 Enemy Group — Avenging Aegyl, Atomos x4 — B
3 Enemy Group — Aegyl Warmonger, Garchimacera x4 — C
4 Enemy Group — Balasa x4 — D
5 Enemy Group — Faltz, Skyseer, Atomos x2, Ramuh — E
6 Enemy Group — Vengeful Aegyl, Garchimacera x5 — F

MISSION WALKTHROUGH

The map's switchback path is very winding, but most of the enemies are flying units that will float over lava, taking the shortest route. Choose ranged leaders and Espers to pick off enemy flyers, and add some flying units that can take the same shortcuts as your enemies. In particular, deploy Kytes with ranged Fire Espers like the Lamia, and use both Filo and Llyud with flying Water Espers such as Sirens.

You must protect your own soul crystal, so it's most efficient to ignore the enemy summoning gates. This way, the leaders of enemy groups B and C will prioritize protecting their summoning gates rather than targeting your soul crystal, and you can cut off groups E and F on their way. If that proves too risky, however, leave one ranged team behind to guard your crystal.

Unleash Kytes's Magick Chain

If Kytes is in your party, use his magick attacks successively against the enemy leaders and Ramuh.

Even if the enemies attack you as you pass, just ignore the ones that come from the enemy summoning gates and defeat them when performing steps 3-5 (see the Recommended Route tactics). If you follow the path on the Recommended Route map to the letter, there will be almost no enemies by the final enemy summoning gate.

Try a Sneak Attack

Try sending your flyers, Filo and Llyud and their Sirens, on a beeline across the lava directly to the enemy soul crystal. The enemy won't attack your crystal until they've captured your summoning gate first, so you might beat them in this race.

RECOMMENDED ROUTE



1. Summon Rank II-III Espers, including Lamias and Sirens.
2. Defeat enemy groups A and B.
3. Defeat enemy group C (which should be in this area), then wait for enemy groups D and E to approach and defeat them, too.
4. Wait for enemy group F to approach, then defeat them. The Aegyl Warmonger (reanimated by his soul crystal) from enemy group C will pass by here, but ignore him.
5. Get all your allied units together to defeat the surrounding enemies, then attack the red soul crystal.

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MISSION WALKTHROUGH

All of the enemies in this mission are weak against Water, the most plentiful of which are the Bombs. To counter them, place Rank II Shivars and the Rank III Shiva into your Esper Troupe. (If you haven't made a pact with Shiva yet, deploy Kytes instead and make liberal use of his Blizzaga attack.) Since the Infernal Wolves can inflict Confuse status, deploy Penelo or Fran as one of your leaders, or deploy Llyud equipped with the Mythril Gloves.

Deploy an Anti-Bomb Squad

If your party includes Shiva and a squad of Shivars, defeating the King Bomb should take only a few seconds, not to mention the regular Bombs.

To clear the mission, follow the path on the Recommended Route map while defeating nearby enemies along the way. When fighting, keep your leaders back and let the Shivars do the attacking. It'll take some time to defeat the melee-type enemies, but you can speed things up a little bit by deploying Llyud to hit them.

Gate Tactic

It's not necessary to open the neutral summoning gates, but if you want to get the EXP bonus for it, send all your Leaders at once to capture the one near the King Bomb.

RECOMMENDED ROUTE



1. Dismiss all Rank I Espers, then summon as many Shivars as possible.
2. Open the summoning gate.
3. While harvesting the Strange Liquid, send Shivars to defeat the five Bombs on the right side of enemy group G.
4. Scavenge the Solid Stone node.
5. While harvesting the Solid Stone node, send Shiva (or Kytes with Blizzaga) and your Shivars to defeat the seven Bombs on the left side of enemy group G. Lastly, defeat the King Bomb.

Tomaj's Mission 77: Darkening Clouds Gather

OGHU, THE VEILED ISLE

LEVEL 60

A great column of water rises where once stood the majestic Muruc Cahuac Skysea, spinning off thick, dark clouds that cast a pall on surrounding sky islands. Vaan's party seeks the source of this phenomenon and make their way to Oghu, the Veiled Isle. There, they find the mighty scion, Famfrit.

MISSION PREREQUISITE	OBJECTIVES
Clear Mission 8-4.	• Defeat Famfrit! • At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 0

VAAN | PENELO | KYTES | FILO | LLYUD | BALTHIER | FRAN | ASHE* | BASCH

(= Mandatory)*

UNITS

SYLPH	ARCTIC WOLF	SIREN	CÚCHULAINN	FAMFRIT*
LV. 62	LV. 63	LV. 63	LV. 63	LV. 64
R I T Ranged	R II T Melee	R II T Flying	R II T Melee	R III T Ranged
N -- W -- R --	N W R	N W R	N W R	N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Formalhaut, Glimmering Robes, Auracite	Coral Branch (75%), Pearl (25%)	Empyrean's Edict (Ashe) [Quickening], Famfrit [Esper unlocked]

Mission Map: Oghu, the Veiled Isle



MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
3	2	2

Foraging Item: Goblin

MISSION WALKTHROUGH

The vast majority of enemies are weak against Lightning. Take advantage of this by stocking your Esper Troupe with Lightning-element Espers. In particular, use the Rank II Raiden to deal with the numerous hostile melee units and the Rank III melee Esper Shemhazai to deal with Famfrit (a ranged unit). If you haven't made a pact with Shemhazai, deploy Titan, whose stats (including HP) are otherwise very high. Deploy Filo and Llyud as leaders, and make sure Filo is equipped with her Gold Earrings, which resist against the Stop effect.

Follow the path on the Recommended Route map to gather items with ease. Press the Y button to select and move each team individually, and send them to the points in steps 2a and 2b (see the following section). At step 5, let Filo and Llyud's teams stay behind to fight the enemy reinforcements.

RECOMMENDED ROUTE



1. Call Rank II-III Espers and defeat enemy group A.
2a. Send Llyud's Team to defeat enemy group B, then scavenge the Sparkling Stone and the Limpid Crystal.
2b. Send Filo's Team to defeat enemy group C, then scavenge the Sparkling Stone.
3. Wait for enemy groups D and E to approach and defeat them.
4. Send Llyud to open the treasure chests.
5. Send your Rank III Esper toward Famfrit and let the enemy Esper use his Tsunami attack. Finally, send all groups—other than Filo and Llyud—to defeat him.

Tomaj's Mission 78: Masterless Minions

GATES OF SHATTERED TIME

LEVEL 53

The summoning gates at the Gates of Shattered Time are overflowing with Yarhi. To save the poor unbound Yarhi who are being called forth without any summoners, the group sets forth to seal the gates.

MISSION PREREQUISITE	OBJECTIVES
Clear Mission 9-4.	• Capture the summoning gates! • At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH

UNITS

DJINN	SHIVAN	RAMIH	RAIDEN	TONBERRY
LV. 52	LV. 53	LV. 53	LV. 54	LV. 54
R I T Melee	R I T Ranged	R I T Flying	R II T Flying	R II T Melee
N W R	N W R	N W R	N W R	N W R

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Gigas Chestplate, Mirage Vest	Fire Crystal (75%), Fire Gem (25%)	None

Mission Map: Gates of Shattered Time



MAP DATA	
Summoning Gates	
Ally	0
Neutral	0
Enemy	6
Soul Crystals	
Ally	N/A
Enemy	N/A

EXP	FP	Gil
0	0	0

In addition to the enemies listed here, Djinns, Shivans and Ramiths will emerge from the enemy summoning gates.

1 Enemy Group: Ramih x5 — A	2 Enemy Group: Raiden x5 — B	3 Enemy Group: Djinn x5 — C	4 Enemy Group: Tonberry x5 — D	5 Enemy Group: Raiden x5 — E
6 Enemy Group: Shivan x5 — F	7 Enemy Group: Tonberry x10 — G	8 Enemy Group: Tonberry x4 — H	9 Enemy Group: Tonberry x4 — I	

MISSION WALKTHROUGH

The enemies in this mission consist entirely of Rank I-II Units. There are several Ramihs and Tonberrys, so deploy lots of ranged and flying units with wide attack fields. Which elemental nature of Esper you deploy isn't a huge issue, as these enemies provide quite a mix of elemental strengths and weaknesses and none are very powerful. Deploy Ashe as one of your leaders; the details will be explained later.

Move clockwise around the field, opening the summoning gates on the left side first. It's a lot easier to take out the Ramihs in enemy group A with your starting Espers than the Raidens in enemy group B. By taking this approach, you'll have a summoning gate already open when the group B Raidens approach. Plus, as they move, the Raidens will cluster together, making them easy pickings for a Stonega shot from Kytes!

After defeating all the initial allotment of Espers (you will probably have sealed about three summoning gates at this point), a good tactic is to unleash Ashe's Empyrean's Edict quickening to block all enemy summoning. While the spell lasts, send a single leader to each remaining summoning gate and seal them.

Alternate Plan

Another technique is to split up your force and send two or three teams up either side of the field to seal summoning gates. On the other hand, you can win most battles on this map by sending your full force against each group of enemies. When opening the first summoning gate, summon as many Rank II-III Espers as possible. After that, you probably won't have to summon any more.

Tomaj's Mission 79: Wings of Midnight

THRONE OF FEOLTHANOS

LEVEL 70

Tomaj has spotted massive creatures, powerful scions of old, in the Keep of Forgotten Time. Within the Auralith Chamber they confront the great black wyrm that Mydia used to shatter the skysea.

MISSION PREREQUISITE	OBJECTIVES
Clear Mission 9-4.	• Defeat the scions! • At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH

UNITS

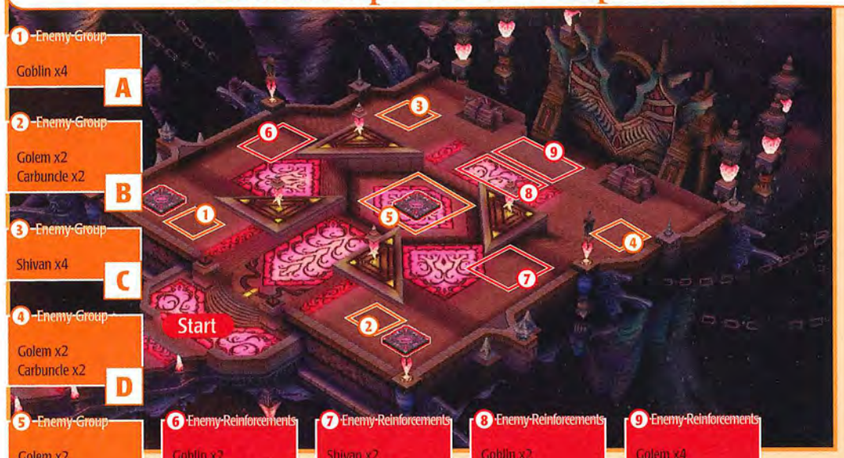
GOBLIN	SHIVAN	GOLEM	CARBUNCLE	TITAN
LV. 80	LV. 80	LV. 81	LV. 81	LV. 82
R I T Melee	R I T Ranged	R I T Melee	R II T Ranged	R III T Melee
N W R	N W R	N W R	N W -- R --	N W R

RAMIH	SHIVA	IFRIT	BAHAMUT
LV. 83	LV. 83	LV. 84	LV. 86
R III T Flying	R III T Ranged	R III T Melee	R III T Melee
N W R	N W R	N W R	N -- W -- R --

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Excalibur, Gungnir, Lordly Robes, Ribbon	Water Crystal (75%), Water Gem (25%)	Bahamut [Esper unlocked]

Mission Map: Well of Whispered Oaths



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	3

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

MISSION WALKTHROUGH

PREPARATIONS

The enemies in this mission are powerful, high-level, Rank III Espers and every time you defeat one, a new one appears. Rank III Espers appear in this order: Ramuh, Shiva, Ifrit, and then Bahamut. Simply defeat Bahamut to complete the mission.

The types and elemental natures of the Rank III Espers are widely varied, so you can't really choose leaders or Espers to take advantage of any of these factors. Instead, deploy the leaders and Espers listed here for the roles outlined:

LEADERS & ESPERS	ROLE
Basch, Llyud, Leviathan/Exodus	Wall
Kytes	Attack
Penelo, Carbuncle	Healing
Lamia	Back Row Support

Let the main attacker be Kytes. While your leaders and your Rank III Esper (Leviathan or Exodus) act as a wall to soak up enemy attacks, use Kytes's magick to deal damage to the enemies from afar. Llyud is useful not just as a wall, but also because other than Penelo, he's the only character who can restore HP to KO'd characters using his Revive ability. Furthermore, if you turn the gambit for his "Lancet" ability on, he can drain HP from foes and add it to himself.

In addition to the four leaders listed above, select either Filo, Ashe, or Fran as your fifth member. Filo's Speed Snare is useful for support, as are Ashe's Hastega and Slowga abilities. Fran's Ward of the Wood ability is useful for healing.

OPEN THE SUMMONING GATES AND DEFEAT TITAN

When the mission starts, follow the steps outlined in the Recommended Route section, defeating enemies as you open the two corner summoning gates. At the first gate, summon Leviathan to Kytes's team. Keep Leviathan out front to soak up enemy attacks as you follow the route from gate to gate. The Rank III Esper takes significant damage during the fight, making it easier to fill up its group leader's Mist Gauge. Once Kytes's Mist Gauge fills up, dismiss Leviathan and then summon it to Basch's team. The early goal is to get these two leaders' Mist Gauges filled up quickly.

Build Balanced Teams

After capturing a summoning gate, put support units (Lamias) and healing units (Carbuncles) on each leader's team.

Now target the central summoning gate where Titan is posted. You don't want to defeat Titan before you open that gate, however; the moment Titan falls, a wave of reinforcements led by Ramuh appears, and you want to heal up and get the gate open before that occurs. Instead, follow this tactic: Use a Lamia's Entice ability to inflict the Confuse status on Titan first. If you Confuse Titan, he can't act against your group. Capture the summoning gate, use the added Affinity to summon more of your own Espers, and heal all of your troops. Next, turn the fury of your full force on Titan to take him down quickly.

DEFEAT RAMUH'S FIRST WAVE

When fighting against the reinforcement waves, two things are important: 1. Always keep your "wall" units (especially Leviathan) out front to soak up damage; 2. Use Kytes's magick to target the enemy Carbuncles right away. You want to knock out the enemy's healers right away.

If your Rank III Esper gets defeated, run away! As you withdraw, summon Leviathan again at a summoning gate across the map, then run to that gate and add him to your force. Remember to summon Leviathan into a leader's group who doesn't have a full Mist Charge yet; you want as many quickenings ready to use as possible. If you've suffered other losses, restock those troops at the summoning gate, too.

If Your Big Guy Falls, Retreat with Gambits Off

Defeat the enemy Carbuncles immediately. However, if your Rank III Esper gets KO'd, drop everything you're doing and retreat. When running away, turn off your leaders' gambits so they don't auto-target enemies while you're trying to withdraw to safety.

Keep repeating this pattern, as you face and defeat successive waves of enemy reinforcements, each led by a Rank III Esper. Try to save up your quickenings if possible. Only use the quickenings in a dire emergency, because you want them all available for the last enemy wave.

BEAT BAHAMUT

The last wave (enemy reinforcements E) is led by Bahamut. This monster will most likely decimate your "wall" units, negating your battle plan to destroy the Carbuncles first. Here's where you want to use Kytes's quickening, Nature's Wrath, to defeat the Carbuncles in one shot. If any survive, trigger Basch's protective quickening, Apocalypse Shield, to nullify damage to Basch's group while they eliminate the remaining enemy healers.

Now turn your full attention to Bahamut. He has no resistance against Silence or Slow effects. If you can Silence him, he can't unleash his deadly Megaflare attack, and if you Slow him you can inflict lots of damage and face only slow retaliation. So when Bahamut appears, and if Fran is in your party, use Silence Arrow. If Ashe is in your party, use Slowga but if Filo is in your party, use Speed Snare.

RECOMMENDED ROUTE

1. Defeat enemy group A, then open the summoning gate and dismiss your Rank I Espers. Summon your Rank III Esper and lots of Rank II Espers.
2. Defeat enemy group B and open the summoning gate.
3. Wait for enemy group C to approach and defeat them.
4. Defeat enemy group D.
5. Use the Lamias' Entice ability to cast Confuse on Titan, then open the summoning gate and defeat the remaining enemies.



Tomaj's Mission 80: Keeper of Precepts

WELL OF WHISPERED OATHS

LEVEL 80

Deep in the Keep of Forgotten Time, a room long ago sealed by Feolthanos is now opened. The group enters to face the deadliest of all scions—a peerless creature, lord of the scions, long lurking in the hidden recesses of the keep.

MISSION PREREQUISITE

Clear Mission 9-4.

OBJECTIVES

- Defeat Zodiark!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

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UNITS

MINOTAUR — lv. 94 — R II T Melee — N -- W -- R --

DIABOLOS — lv. 94 — R II T Flying — N -- W -- R --

FIRE DRAKE — lv. 94 — R II T Ranged — N W R

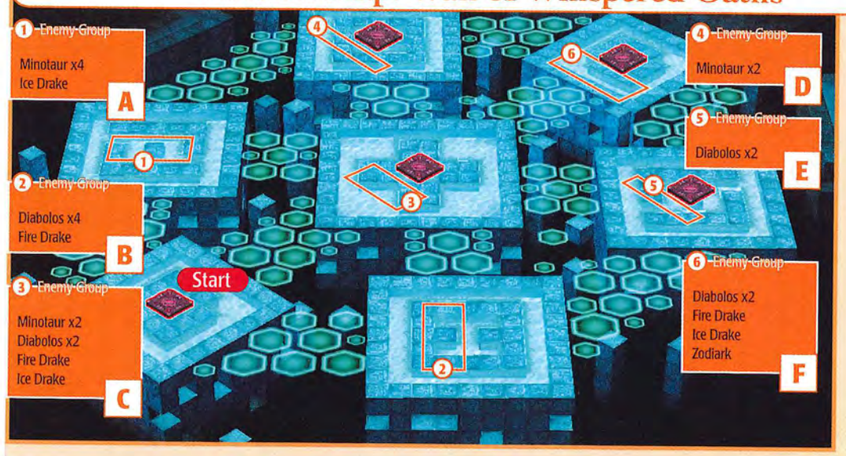
ICE DRAKE — lv. 94 — R II T Ranged — N W R

ZODIARK — lv. 95 — R III T Ranged — N -- W -- R --

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch	Other Items
Ultima Weapon, Raqs Sharqi	Storm Crystal (75%), Storm Gem (25%)	Zodiark [Esper unlocked]

Mission Map: Wall of Whispered Oaths



MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	4

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

* In addition to the enemies listed here, Minotaurs, Diaboloses, Fire Drakes and Ice Drakes will emerge from the enemy summoning gates.

MISSION WALKTHROUGH

With a minimum level of 94, the enemies in this mission are ridiculously powerful. But with the Lamia's Entice and Fran's Confusion Arrow abilities inflicting Confuse from your back-row support positions, you can defeat these foes. Deploy the leaders and Espers listed in the following table and select a flying Rank III Esper to counter all the Minotaurs. Bahamut is ideal, but if you haven't made a pact with him yet, Exodus will suffice. Llyud's Lancet ability is indispensable, so have him equip the Dragon Bracers accessory that enhances Lancet's effect.

LEADERS & ESPERS	MAIN ROLE
Basch, Llyud, Bahamut/Exodus	Blocking, Attacking
Kytes	Attacking
Penelo, Carbuncles	Healing
Fran, Lamias	Back-Row Support

SEAL SUMMONING GATES TO REDUCE ENEMY REINFORCEMENTS

Immediately summon Bahamut or Exodus into Basch's group, dismiss all Rank I Espers, then summon lots of Rank II Espers. Defeat enemy groups A through C when they attack. Confuse enemies that attack your group, but try to defeat the Fire and Ice Drakes first. When fighting these foes, let your Rank III Esper and other units from Basch's group lead the way in order to fill up Basch's Mist Gauge quickly. His Apocalypse Shield quickening will come in handy later.

Be Confusing

Use Fran's Confusion Arrow ability along with the Lamias's Entice ability to cast Confuse status on your enemies.

Now it's time to make your move on the enemy summoning gates. Capture the central one first, followed by the north and east gates. Enemy group F (Zodiark and four powerful minions) will attack after you seal the third summoning gate, so forget about sealing the final gate. You cannot inflict Confuse against Zodiark, so use Basch's Shellga ability to increase everyone's Magick Defense and send your entire force against him.

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T79-T80

Tomaj's Mission 81: Battle on the Big Bridge

GATES OF SHATTERED TIME

LEVEL 60

In the Keep of Forgotten Time, a being appears who steals the weapons of his opponents and seeks the "blade of legend." Vaan's party knows Gilgamesh and his companion Enkidu and prepares to confront him.

MISSION PREREQUISITE

Clear Mission 9-4.

OBJECTIVES

- Defeat Gilgamesh!
- At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 3 — VAAN, PENELO, KYTES, FILO, LLYUD, BALTHIER, FRAN, ASHE, BASCH

OBTAINABLE ITEMS

Clear Items	Items from Goblin Pouch
Durandal, Gaia Amulet	Earth Crystal, Earth Gem
Other Items	
Gilgamesh [Esper unlocked]	

UNITS

ENKIDU — lv. 61 — R II T Melee — N -- W -- R --

GILGAMESH — lv. 61 — R III T Melee — N -- W -- R --

Mission Map: Gates of Shattered Time



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

Foraging Item: Orange Bud

* Enkidu will appear continuously from the areas marked in green on the map.

MISSION WALKTHROUGH

You can deploy only three Leaders in this battle, and you can't summon Espers. Both Gilgamesh and Enkidu are melee units and Enkidu can cause Disable status, so deploy the flying Filo and Llyud, along with Penelo (or Fran, if you prefer), who can cure the status effect. There are no treasure chests or Material Nodes on the map, so just focus on the fight.

Before the mission starts, set Llyud's gambit to Lancet and equip him with the Dragon Bracers. Set Filo's gambit to Sonic Wave and Penelo's gambit to Esunaga (or Fran's to Ward of the Wood). Move all your characters towards Gilgamesh when the mission starts, but send only Llyud to attack him directly. Keep Penelo and Filo further back so that Filo can run interference on Enkidu while Llyud takes on Gilgamesh by himself. It's important to make sure that Penelo stays far enough away from the other two that she doesn't get hit by the Disable ability. That way, if either one of the other two gets disabled, low on HP, or falls in battle, she can immediately cure or Raise them.

Melee Battles

As you progress through the game's main story, you unlock a series of optional side missions called Melee Battles. These appear in areas you've recently cleared and they prove useful in several ways. Melee Battles are valuable practice sessions that let you brush up on your tactics and skills. They provide plenty of EXP for leveling up your characters, especially since they can be replayed as often as you want. Finally, the Melee Battle maps are loaded with Materials (sometimes rare ones) that you can forge into new weapons or sell, and some of the completion rewards can further enrich your party.

So whenever you complete a Story Mission, if possible walk right back into the area you just cleared to see if you unlocked a Melee Battle. These come in three varieties: Monster Melee, Summoning Melee, or Sky Pirate Melee.

MONSTER MELEE: THE BOSCO PAMPA 01

No enemy leaders, no particularly difficult enemy units—just scavenge the three Material Nodes, clear out the Espers, and you're done.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 2-1	Gnoam, Quetzalcoatl, Storm Wolf, Antlion, Yellow Wyrm

MATERIAL NODES

Virgin Timber (Fine-grained Wood), Inscrutable Bones (Worn Hide), Limpid Crystal (Earth Shard)

ITEMS

ITEMS GAINED FROM GOBLIN POUCH
Bat Wing (75%), Serpentskin (25%)

MONSTER MELEE: FANE OF GUCUMU QUL 02

Two summoning gates, three Material Nodes...and the enemy side gets limitless reinforcements of Ixions and Sagittariuses. Deploy Earth Espers to counter.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 2-4	Sylph, Ramih, Ixion, Sagittarius, Minotaur

MATERIAL NODES

Limpid Crystal (Fire Shard), Sparkling Stone (Yellow Gemstone), Solid Stone (Common Metal)

ITEMS

ITEMS GAINED FROM GOBLIN POUCH
Beryl (75%), Topaz (25%)

SKY PIRATE MELEE: FANE OF GUCUMU QUL 03

The only enemies on this map with elemental weaknesses are the Atomos and the Remoras. Choose a ranged Fire Esper to combat the Atomos; for your melee and flying types, just pick something that isn't weak versus Lightning or Earth. This is a large map with a lot of enemies on it. Try to scavenge all three Material Nodes before clearing it.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 2-4	Leaders: Monk, Black Mage, Fusilier, Warmage Others: Sylph, Garchimacera, Remora, White Hare, Atomos

MATERIAL NODES

Inscrutable Bones (Timeworn Carapace), Limpid Crystal (Storm Shard), Inscrutable Bones (Small Bone)

ITEMS

REWARDS DIFFER DEPENDING ON STORY MISSION PROGRESS
600 gil (2-4); 1200 gil (3-5); 3000 gil (5-4); 4800 gil (7-4); Auracite (5-4, 7-4)

ITEMS GAINED FROM GOBLIN POUCH
Ichthon Scales (75%), Ancient Turtle Shell (25%)

SUMMONING MELEE: FANE OF GUCUMU QUL 04

This map features no Material Nodes, but can be cleared very quickly, so use it to acquire experience. The enemy forces consist primarily of Rank II Lightning Espers. Deploy Rank II Earth Espers if possible; if not, don't deploy anything weak against Lightning.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 2-4	Leaders: Sky Pirate, White Mage, Gladiator Others: Alraune, White Hare, Sagittarius, Ixion, Raiden

MATERIAL NODES

None

ITEMS

REWARDS DIFFER DEPENDING ON STORY MISSION PROGRESS
800 gil (2-4), 1600 gil (3-5), 4000 gil (5-4), 6400 gil (7-4), Auracite (5-4, 7-4)

ITEMS GAINED FROM GOBLIN POUCH
Earth Magicite (75%), Earth Crystal (25%)

MONSTER MELEE: THE KISNE RISE 05

This is a small map with very few enemies. Almost all of the enemies are flying or melee units (there are only two ranged enemies). Some enemies are weak against Fire or Earth, so deploy Filo, Llyud, and some Rank II flying Espers that have either of those elemental properties.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 3-1	Storm Wolf, Rock Wolf, Yellow Wyrm, Green Wyrm, Atomos

MATERIAL NODES

Solid Stone (Common Metal), Limpid Crystal (Water Shard), Inscrutable Bones (Large Bone)

ITEMS

ITEMS GAINED FROM GOBLIN POUCH
Mythril Nugget (75%), Mythril Ore (25%)

SUMMONING MELEE: FANE OF TEHP QUL 06

The Material Nodes contain two ingredients required to create the Flametongue sword for Vaan. Most of the enemies are higher level than your characters and three of the five enemy Espers are weak against Fire. However, the enemy's stronger Rank II Espers, Ixion and Raiden, are both weak against Earth, so deploy more Earth element units than Fire.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 3-5	Leaders: Time Mage, Fusilier, Warmage, Seeq, Ninja Others: Goblin, Cactoid, Gnoam, Ixion, Raiden

MATERIAL NODES

Limpid Crystal (Fire Shard), Inscrutable Bones (Furry Hide), Inscrutable Bones (Timeworn Carapace)

ITEMS

REWARDS DIFFER DEPENDING ON STORY MISSION PROGRESS
1400 gil (3-5), 4200 gil (5-4), 7000 gil (7-4), Auracite (5-4, 7-4)

ITEMS GAINED FROM GOBLIN POUCH
Coeurl Pelt (75%), Beastlord Pelt (25%)

SUMMONING MELEE: FANE OF TEHP QUL 07

This mission can be extremely difficult to complete with low-ranked Espers. There are lots of Rank II Espers here, so greet them with Rank II or III Espers of your own. The enemy groups all contain four to eight Espers, and many more appear from the summoning gates. Make your melee Espers Earth-element to withstand the Cu Sith's attacks and strike at their weak points. Lightning is best for flying and ranged Espers, but if you have not yet made the appropriate pacts, any element works well enough.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 3-5	Leaders: Monk, Black Mage, Warrior Others: Alraune, Sylph, Cúchulainn, Cu Sith, Siren

MATERIAL NODES

Sparkling Stone (Green Gemstone), Solid Stone (Brilliant Ore)

ITEMS

REWARDS DIFFER DEPENDING ON STORY MISSION PROGRESS
1750 gil (3-5), 5250 gil (5-4), 8750 gil (7-4), Auracite (5-4, 7-4)

ITEMS GAINED FROM GOBLIN POUCH
Malachite (75%), Emerald (25%)

MONSTER MELEE: SHADOW OF PAHARO 08

You earn no auracite or gil for winning this battle, but five rich Material Nodes (Fire, Water, Storm, and Earth shards) dot the field. Most of the enemies are melee-types, so deploy primarily flying Espers and leaders. The enemy Fire and Storm Wolf units are weak versus Fire, so pick Fire or non-elemental Espers for your Esper Troupe. You may be tempted to just defeat the closest enemies, but if you do that, you'll end up clearing the mission before you can scavenge all five Material Nodes.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 3-5	Infernal Wolf, Arctic Wolf, Storm Wolf, Rock Wolf, Earth Drake

MATERIAL NODES

Limpid Crystal (Storm Shard), Limpid Crystal (Water Shard), Limpid Crystal (Fire Shard), Limpid Crystal (Earth Shard), Inscrutable Bones (Large Bone)

ITEMS

ITEMS GAINED FROM GOBLIN POUCH
Storm Magicite (75%), Storm Crystal (25%)

MONSTER MELEE: ISSHU, JEWEL OF THE SKYSEA 09

This is the only place by Chapter 4 where you can get the Solid Carapace Material. You won't be able to use it in combinations, however, until after you clear Chapter 5. Other than the Great Tortoise, all of the enemies are weak against Lightning, so put Lightning Espers in your troupe. The enemy force includes flying, melee, and ranged units, so make sure to include all three types. When fighting Blue Wyrms, keep your flyers back just to preserve your forces as much as possible.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 4-1	Sahagin, Aquarius, Blue Wyrm, Siren, Great Tortoise

MATERIAL NODES

Limpid Crystal (Water Shard), Inscrutable Bones (Solid Carapace)

ITEMS

ITEMS GAINED FROM GOBLIN POUCH
Lamia's Scales (75%), Battlewyrm Carapace (25%)

SUMMONING MELEE: CEBE, ISLE OF TREASURES 10

Enemies on this map move toward your party early on and the map itself isn't very large, so if you aren't concerned with the Materials, you can complete this map quickly. Many of the enemies are weak against Water, but some also resist Water. Thus, the best elemental choice for your Esper Troupe is Fire, which some enemies are weak against but which no enemies resist.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 4-2	Leaders: Gladiator, Ninja, Monk, Warrior, Sky Pirate Other: White Hare, Remora, Shivan, Ramih, Shivar

MATERIAL NODES

Limpid Crystal (Earth Shard), Virgin Timber (Fragrant Wood), Inscrutable Bones (Braided Twine)

ITEMS

REWARDS DIFFER DEPENDING ON STORY MISSION PROGRESS
2900 gil (4-2), 8700 gil (7-4), Auracite (7-4)

ITEMS GAINED FROM GOBLIN POUCH
Maplewood Stick (75%), Maplewood Log (25%)

MONSTER MELEE: ZWAUA RAINWOOD 11

The Rank III Esper Titan appears in this battle. Most of the enemies are weak against Fire, and many of them are melee units, including Titan. The most important Esper to include is a Fire-element flyer like the Wyvern. Use an area-effect quickening when you reach Titan to quickly devastate his group's numbers.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 4-5	Acquarius, Arctic Wolf, Great Tortoise, Ice Drake, Titan

MATERIAL NODES

Sparkling Stone (Blue Gemstone), Solid Stone (Brilliant Ore), Limpid Crystal (Storm Shard)

ITEMS

REWARDS DIFFER DEPENDING ON STORY MISSION PROGRESS
Auracite (4-5, 7-4)

ITEMS GAINED FROM GOBLIN POUCH
Storm Magicite (75%), Storm Crystal (25%)

MONSTER MELEE: THE GUGUERRO GREENDEEP 12

This is a very important Melee Battle because it allows you to get auracite early in Chapter 5. All the enemies (mainly melee or ranged units) are weak against either Fire or Lightning. To counter, deploy melee leaders and Fire or Lightning Espers. You can't reinforce your units and there's basically only one route to follow.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 5-1	Sahagin, Gnoam, Golem, Blue Wyrm, Green Wyrm

MATERIAL NODES

Inscrutable Bones (Large Bone), Limpid Crystal (Earth Crystal)

ITEMS

REWARDS DIFFER DEPENDING ON STORY MISSION PROGRESS
Auracite (5-1, 7-4)

ITEMS GAINED FROM GOBLIN POUCH
Earth Magicite (75%), Earth Crystal (25%)

MONSTER MELEE: GUGOZA FALLS 13

This is a relatively small map with lots of enemies. In addition, dangerous Malboros will appear as unlimited reinforcements. Other than the Drakes, all the units in this mission are melee-type, so deploy primarily flying and melee leaders. Most of the enemies are weak against Fire, so deploy primarily Fire Espers as well as units like Penelo or Fran who can cure the debuffs inflicted by the Malboros and their Bad Breath attacks. Use Kytes's area-effect Magicks to defeat lots of foes at once.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 5-2	Blue Flan, Green Flan, Earth Drake, Ice Drake, Malboro

MATERIAL NODES

Inscrutable Bones (Braided Twine), Limpid Crystal (Water Shard), Inscrutable Bones (Solid Carapace), Solid Stone (Lustrous Metal)

ITEMS

ITEMS GAINED FROM GOBLIN POUCH
Water Magicite (75%), Water Crystal (25%)

MONSTER MELEE: TOMAJ'S CAMP 14

When the mission starts, the map is full of strong enemies like Malboros and Thunder Drakes. As time passes, enemy reinforcements gradually start arriving from all directions. Two primary types of enemies appear in this mission: those weak against Fire and those weak against Earth. Place the Golem, a melee Earth Esper, in your Esper Troupe to counter the powerful Thunder Drakes, as well as ranged and flying Fire Espers. Golems also have the benefit of being resistant to status effects, which makes them strong against the Malboros.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 5-4	Gnoam, Quetzalcoatl, Rock Wolf, Malboro, Thunder Drake

MATERIAL NODES

Strange Liquid (Viscous Fluid), Inscrutable Bones (Furry Hide), Virgin Timber (Smooth Wood)

ITEMS

REWARDS DIFFER DEPENDING ON STORY MISSION PROGRESS
Auracite (5-4, 7-4)

ITEMS GAINED FROM GOBLIN POUCH
Cedarwood Stick (75%), Cedarwood Log (25%)

MONSTER MELEE: UNDERFANE OF HUIN QUL 15

Enemy reinforcements appear continually from the two opposite sides of the field in fairly large intervals. The weaknesses of the enemies vary depending on which direction you go from the start point. If you travel to the right, you will find only enemies that are weak against Earth-element. If you travel up, you will find only enemies that are weak against Water-element. You'll want to deploy Espers with both elemental properties. In addition, most enemies are melee or ranged units, so don't worry about ranged-type leaders.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 5-4	Red Flan, Yellow Flan, Bomb, Fire Drake, Thunder Drake

MATERIAL NODES

Strange Liquid (Viscous Fluid), Solid Stone (Lustrous Metal)

ITEMS

ITEMS GAINED FROM GOBLIN POUCH
Orichalcum Nugget (75%), Orichalcum Ore (25%)

MONSTER MELEE: UNDERFANE OF HUIN QUL 16

This large field has enemies everywhere, including powerful enemies like Red Wyrms, Yellow Wyrms, and Wyverns. With so many enemies to defeat, clearing this mission requires some patience. Include Water Espers like Leviathan and Shivar in your Esper Troupe to strike at these enemies' weak points. Deploy only ranged or melee leaders; it's too easy for flying units to cross over the field's numerous chasms and get ahead of the group. If you do deploy flyers, take great caution while moving around the map.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 5-4	Zombie, Salamander, Red Wyrm, Yellow Wyrm, Wyvern

MATERIAL NODES

Inscrutable Bones (Large Bone), Limpid Crystal (Fire Shard), Solid Stone (Brilliant Ore)

ITEMS

ITEMS GAINED FROM GOBLIN POUCH
Destrier Bone (75%), Beastlord Bone (25%)

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

SUMMONING MELEE: UNDERFANE OF HUIN QUL 17

This mission contains no Material Nodes. All of the initial enemies are ranged units, so if you deploy flying Leaders, don't let them engage in combat and dismiss their initial Esper teams immediately. It's better to choose mostly melee leaders and Espers to deploy. Choose Water Espers to strike at the Lamias' weakness or Lightning Espers to resist the Lamias' Entice ability and its Confuse effect.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 5-4	Leaders: Archer, Black Mage, Time Mage, Seeq, Fusilier Others: Chocobo, Garchimacera, Lamia, Sagittarius, Cu Sith

ITEMS

REWARDS DIFFER DEPENDING ON STORY MISSION PROGRESS
4300 gil (5-4), 8600 gil (7-4), Auracite (5-4, 7-4)

ITEMS GAINED FROM GOBLIN POUCH
Fire Magicite (75%), Fire Crystal (25%)

SUMMONING MELEE: OGHU, THE VEILED ISLE 18

This is the only map where you can repeatedly acquire middle- and high-grade Glistening Shard materials. When you want to start forging the recipes in the Tempered in Ice recipe book, play this map. It features many enemies weak against Lightning, so put mostly Lightning Espers in your Esper Troupe.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 5-4	Leaders: Ninja, Warmage, Seeq, Fusilier, White Mage Others: Sahagin, Aquarius, Cúchulainn, Wyvern, Shivar

MATERIAL NODES

Inscrutable Bones (Furry Hide), Sparkling Stone (Green Gemstone), Sparkling Stone (Glistening Shard), Limpid Crystal (Storm Shard)

ITEMS

REWARDS DIFFER DEPENDING ON STORY MISSION PROGRESS
5000 gil (5-4), 10000 gil (7-4), Auracite (5-4, 7-4)

ITEMS GAINED FROM GOBLIN POUCH
Coral Branch (75%), Pearl (25%)

SUMMONING MELEE: HEAVEN'S VIGIL 19

This is a narrow field with few enemies. This is a good mission for earning EXP, gil, and auracite. Most of the starting enemies are melee-types, so put a Rank II flying Esper in your Esper Troupe (along with a Rank III, if possible). The powerful enemy Tiamat appears in this battle, so add a Rank II melee Esper; since Tiamat's weakness is Earth, Golems are an ideal choice. For leaders, deploy both flyers, Filo and Llyud.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 6-2	Leaders: Ninja, Warrior, Monk Others: Goblin, Cactoid, Tonberry, Raiden, Tiamat

MATERIAL NODES

Inscrutable Bones (Luxuriant Hide), Virgin Timber (Smooth Wood), Inscrutable Bones (Solid Carapace)

ITEMS

REWARDS DIFFER DEPENDING ON STORY MISSION PROGRESS
7000 gil (6-2, 7-4), Auracite (6-2, 7-4)

ITEMS GAINED FROM GOBLIN POUCH
Tyrant Wing (75%), Wyvern Wing (25%)

SKY PIRATE MELEE: THE YMIR QUL RANGE 20

On this narrow map, you must defeat the enemy leaders one by one. You earn a lot of gil for clearing this mission, so play this mission repeatedly to quickly increase your gil. Several enemy melee and ranged units appear, so put both flying and melee Rank II Espers into your Esper Troupe. Golems, which can resist the Stop effect, and Wyverns, who can attack large groups of enemies at once, are highly recommended. The summoning gate is deep in the field, making it almost impossible to use; thus it's better not to include any Rank III Espers in your Esper Troupe. Be sure to deploy Penelo and use her to cure bad status effects.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 6-3	Leaders: Warrior, Sky Pirate, Archer, Time Mage Others: Salamander, Ramih, Golem, Shivar, Carbunde

MATERIAL NODES

Limpid Crystal (Storm Shard), Inscrutable Bones (Massive Bone), Sparkling Stone (Blue Gemstone)

ITEMS

11600 gil

ITEMS GAINED FROM GOBLIN POUCH
Wyvern Bone (75%), Wyrm Bone (25%)

MONSTER MELEE: THE YMIR QUL RANGE 21

Lots of Yellow and Blue Flans roam this map; they also appear from time to time as reinforcements. Aside from these indigenous beasts, a number of Rank II Espers appear of all unit types. Make sure you deploy Rank II Espers of all three types as well. To match your main enemies' weak points, put the Golem, Atomos and Sagittarius in your Esper Troupe. As for leaders, you want Filo and Llyud to deal with all the Flans.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 6-3	Blue Flan, Yellow Flan, Ixion, Thunder Drake, Siren

MATERIAL NODES

Inscrutable Bones (Braided Twine), Strange Liquid (Viscous Fluid), Solid Stone (Precious Ore)

ITEMS

ITEMS GAINED FROM GOBLIN POUCH
Demon Tail (75%), Malboro Vine (25%)

MONSTER MELEE: ILLUSION'S HOME 22

Material Nodes are bountiful here, but so are enemy hordes. Rank II Espers of each unit type appear, so include one of each type of Rank II Esper in your Esper Troupe. Most of the enemies are weak against Fire, so include mostly Fire Espers. If you include a Rank III Esper, make it a melee unit and make your ranged and flying units Rank II. Chain Kytes's magick attacks on the Siren groups. All enemies will come after you when you defeat all of the Golem group in the middle of the map, so lure them out one at a time and only defeat the ones you need to proceed.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 6-5: Balthier's Betrayal, then finish conversations at The End of Dreams. (Note: This Melee Battle disappears after clearing Mission 7-3.)	Alraune, Gnoam, Golem, Shivar, Siren

MATERIAL NODES

Virgin Timber (Smooth Wood), Inscrutable Bones (Solid Carapace), Strange Liquid (Viscous Fluid), Sparkling Stone (Blue Gemstone), Solid Stone (Lustrous Metal)

ITEMS

Auracite

ITEMS GAINED FROM GOBLIN POUCH
Auracite

MONSTER MELEE: THE NEVERWOOD 23

You can acquire high-grade Materials here that you can't buy in shops. However, this battle is only available for a short time; you can't access it once you leave the Isle of Illusion. To harvest all of the Material Nodes, the best way is to postpone scavenging the nodes behind your starting point and, instead, prioritize the ones deeper in the field while you attempt to defeat the main enemies. There are no summoning gates on this map, so you must make do with only five leaders and your initial Esper deployment. Put Rank II Espers of each type into your Esper Troupe; we recommend Cúchulainn for melee, Shivar for ranged, and Raiden for flying.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 7-2 (Note: This Melee Battle disappears after clearing Mission 7-3 is cleared.)	Blue Flan, Yellow Flan, Minotaur, Red Wyrm, Vampyr

MATERIAL NODES

Inscrutable Bones (Luxuriant Hide), Strange Liquid (Volatile Compound), Solid Stone (Precious Ore), Inscrutable Bones (Massive Bone)

ITEMS

Auracite

ITEMS GAINED FROM GOBLIN POUCH
Bomb Shell (75%), Bomb Crank (25%)

SUMMONING MELEE: THE YMIR QUL UNDERGROUND 24

Enemies on this map come after your troops; if you want to scavenge all available Materials, then do it before you defeat all the enemies. A lot of melee and flying units prowl the field, so assign ranged and flying leaders and Espers. Lamias, Wyverns, and the Rank III Belias not only strike at enemy weaknesses, but also provide beneficial abilities. All enemy leaders are resistant to Lightning, so don't deploy any Lightning-element Espers.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 7-4	Leaders: Monk (x2), Seeq (x2) Others: Goblin, Garchimacera, Cuchulainn, Atomos, Carbunde

MATERIAL NODES

Solid Stone (Lustrous Metal), Strange Liquid (Volatile Compound), Limpid Crystal (Fire Shard)

ITEMS

12000 Gil, Auracite

ITEMS GAINED FROM GOBLIN POUCH
Bomb Shell (75%), Bomb Crank (25%)

SUMMONING MELEE: THE DALMASCA ESTERSAND 25

You earn a lot of gil for clearing this mission and the Limpid Crystal node also provides an opportunity to receive a valuable Earth Gem. Put the Rank III Belias in your Esper Troupe to decimate enemy Atomos and Cactoid groups and combat the powerful enemy Ramuh. Choose leaders who can attack with area-effect attack Magick and abilities.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 8-1	Leaders: Sky Pirate, Ninja, Time Mage, Fusilier, White Mage Others: Chocobo, Cactoid, Balasa, Atomos, Ramuh

MATERIAL NODES

Solid Stone (Precious Ore), Limpid Crystal (Terra Crystal), Sparkling Stone (Red Gemstone), Inscrutable Bones (Luxuriant Hide)

ITEMS

10000 Gil, Auracite

ITEMS GAINED FROM GOBLIN POUCH
Tyrant Wing (75%), Wyvern Wing (25%)

MONSTER MELEE: THE DALMASCA ESTERSAND 26

This mission lets you efficiently acquire the Storm Gems that are necessary for forging weapons with the Hammer of Lightning recipe book. You can also acquire rare ingredients like Sundust here. There's no single elemental weak point shared by all enemies, but a lot of them are resistant to either Lightning or Earth. Deploying flyers will create an advantage against the Rock Wolves and the Antlions, but you'll be at a loss against the Cactoids and Yellow Wyrms. For leaders, deploy either Llyud or Filo, and then either Vaan or Basch.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 8-1	Cactoid, Ramih, Antlion, Rock Wolf, Yellow Wyrm

MATERIAL NODES

Inscrutable Bones (Massive Bone), Strange Liquid (Glittering Dust), Limpid Crystal (Empyrean Crystal)

ITEMS

ITEMS GAINED FROM GOBLIN POUCH
Wyvern Bone (75%), Wyrm Bone (25%)

MONSTER MELEE: GIZA PLAINS 27

The Material Nodes here can contain Oakwood Logs (Virgin Timber) and Dragon Whiskers (Inscrutable Bones). This is the only mission where you can obtain these precious materials repeatedly. The toughest enemies you'll face on this map are the eight Earth Drakes. Deploy your melee leaders Vaan and Basch, along with Rank II Fire Espers. To combat any damage you may incur, include Carbuncles in your Esper Troupe and deploy Penelo.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 8-2A	Quetzalcoatl, White Hare, Minotaur, Atomos, Earth Drake

MATERIAL NODES

Inscrutable Bones (Starched Twine), Virgin Timber (Sturdy Wood)

ITEMS

ITEMS GAINED FROM GOBLIN POUCH
Oakwood Stick (75%), Oakwood Log (25%)

SUMMONING MELEE: THE PARAMINA RIFT 28

This battle offers the most gil upon its successful completion. You can also efficiently gather Water Gems at the Limpid Crystal node. Most of the enemies don't have an elemental weakness, but the powerful Rank III Esper, Shiva, is weak against Fire. You also face a lot of Tonberries in this mission, so deploy flying and melee Espers on your side. If you're going to deploy ranged units, make sure they have Magick/abilities with a wide attack area.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 8-2B	Leaders: Monk, White Mage Others: Shivan, White Hare, Tonberry, Diabolos, Shiva

MATERIAL NODES

Strange Liquid (Grim Dust), Limpid Crystal (Tide Crystal)

ITEMS

12000 Gil, Auracite

ITEMS GAINED FROM GOBLIN POUCH
Death Powder (75%), Soul Powder (25%)

MONSTER MELEE: THE GLABADOS RUINS 29

The only items you acquire on this map are two auracites, but if you deploy Kytes with the Goblin Pouch, there is a 25% chance that you'll receive a Fire Gem. Most of the enemies are Zombies and Tonberries, so deploy a lot of flying-types like Sirens or Wyverns. However, these types will not fare well against the Red and Blue Wyrms. To combat these foes, deploy Fran and include Lamias or Shivars in your Esper Troupe.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 8-2B	Zombie, Tonberry, Vampyr, Blue Wyrm, Red Wyrm

ITEMS

Auracite (x2)

ITEMS GAINED FROM GOBLIN POUCH
Fire Crystal (75%), Fire Gem (25%)

MONSTER MELEE: THE FEOL WARREN 30

This is the only mission where you can repeatedly acquire Demon Drinks (from the Strange Liquid node). There's also a Material Node from which you can acquire Emperor Scales. If you equip Kytes with the Goblin Pouch, you have a 25% chance of getting more Emperor Scales after completing the mission. Other than the Vampyrs, all enemies on this map are melee or ranged units that are weak against Fire. The Red Wyrms are very powerful ranged enemies, so deploy plenty of ranged and melee units with fewer flyers. Place Water Espers in your Esper Troupe, with one of each ranged type that can cause Stop and Confuse status. Since the Infernal Wolves can inflict Confuse status on your troops, deploy either Penelo or Fran to dispel it; you can also equip Llyud with the Mythril Gloves to nullify Confuse.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 8-4	Red Flan, Salamander, Infernal Wolf, Red Wyrm, Vampyr

MATERIAL NODES

Strange Liquid (Aqueous Fluid), Inscrutable Bones (Robust Carapace)

ITEMS

ITEMS GAINED FROM GOBLIN POUCH
Ring Wyrm Scales (75%), Emperor Scales (25%)

SUMMONING MELEE: THE FEOL WARREN 31

The Limpid Crystal node gives you a 17% chance of acquiring a Fire Gem, while the Solid Stone node provides Durable Metal (which is necessary for many weapon recipes). Ranged units are part of every enemy group on this map. However, you should still deploy both Filo and Llyud for scavenging purposes; enemy leaders guard the access routes to each Material Node, but Filo and Llyud can fly over the rivers of magma to reach them. Many of the enemy Espers are weak against Water, so include either Shivars or Shiva in your Esper Troupe. If you plan to include a Rank II melee-type Esper, Tonberries are a better choice compared to Cúchulainns.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 8-4	Leaders: Warrior, Warmage, Gladiator, Black Mage, Seeq Others: Remora, Salamander, Sagittarius, Wyvern, Ifrit

MATERIAL NODES

Limpid Crystal (Inferno Crystal), Strange Liquid (Volatile Compound), Solid Stone (Durable Metal)

ITEMS

11600 Gil, Auracite

ITEMS GAINED FROM GOBLIN POUCH
Adamant Nugget (75%), Adamant Ore (25%)

SUMMONING MELEE: GATE OF SHATTERED TIME 32

Every kind of Esper unit type appears here. This is the only mission you can repeat to acquire Zodiac Ores, Everburns, and Diamonds. The Espers change each time you try this mission, plus they appear in locations according to their rank and type. All enemy leaders are flyers, so deploy ranged and flying Espers in your Esper Troupe. If you're going to deploy a Rank III Esper, choose a flying-type to deal with the enemy melee units.

MISSION PREREQUISITE	ENEMY UNITS
Clear Mission 9-1	Leaders: Sky Soldier, Sky Warrior, Dragon Knight, Sky Samurai Others: Djinn, Sahagin, Remora, Goblin, Bomb, Aquarius, Ramih, Gnoam, Balasa, Cuchulainn, Ixion, Golem, Lamia, Shivar, Sagittarius, Cu Sith, Ifrit, Shiva, Ramuh, Titan

ITEMS

Everburn, Auracite

ITEMS GAINED FROM GOBLIN POUCH
Zodiac Ore 10%, Diamond 10%, (80% chance to obtain nothing)

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

MIDLIGHT'S DEEP MISSIONS

The floors of Midlight's Deep represent a sampling of all the different missions in the game. There are stealth missions, endurance missions, soul crystal missions, treasure hunting missions, and plain old blow-up-all-the-evil-monsters missions. You also see sights here that you won't see anywhere else, including even evil mirror-universe versions of your own party members!

The Midlight's Deep dungeon unlocks after you complete Mission 9-4. This dungeon is technically a series of Melee Battles and functions under many of the same rules. For instance, the levels of the enemies change based on the levels of your own characters. This makes strategy of utmost importance in this dungeon; if you run into a problem, you can't simply out-level it. In addition, many of the levels feature monsters that are randomized each time you play through, meaning that in many cases you must change your Esper combinations on the fly to ensure advantageous pairings during the missions.

The 10 levels of Midlight's Deep are played as a series of successive missions, all set on the same map. You can change your equipment, party, and Esper layouts in between floors, but you can't visit the airship to buy new equipment or play other missions in between. If you get stuck, you can choose to "Exit to World Map" from the pause menu during a mission. This returns you to the World Map and allows you to continue the game as before. However, all the progress you made up to that point is lost and you restart from the first floor again.

Victory Through Defeat

Unlike the other missions in the game, the amount of experience you receive from the Midlight's Deep dungeons is always a constant number, regardless of the actions you take during the mission. For each Midlight's Deep mission you complete, all active leaders receive 50000 EXP. However, even a loss earns your active leaders a whopping 10000 EXP!

Midlight's Deep, Floor 01

WELL OF WHISPERED OATHS

OBJECTIVES

- Destroy the enemy soul crystal!
- Your soul crystal must survive.

The first mission of Midlight's Deep features a full complement of randomized Leaders and Espers, with only one fixed unit: the Midlight's Deep-exclusive leader, the Berserker. The Berserker's stats are higher than a normal Warrior's, but he's the same in all other respects.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH

UNITS

BERSERKER
LV.* R LD. T Melee / N W -- R --
* Avg Lv +3

LEADER B
LV.* R LD. T *1 / N *1 W *1 R *1
* Avg Lv +1

LEADER C
LV.* R LD. T *1 / N *1 W *1 R *1
* Avg Lv +1

LEADER D
LV.* R LD. T *1 / N *1 W *1 R *1
* Avg Lv +1

LEADER E
LV.* R LD. T *1 / N *1 W *1 R *1
* Avg Lv +1

ESPER A
LV.* R I T Melee/Flying *1 / N *1 W *1 R *1
* Avg Lv +1

ESPER B
LV.* R I T *Ranged / N *1 W *1 R *1
* Avg Lv +1

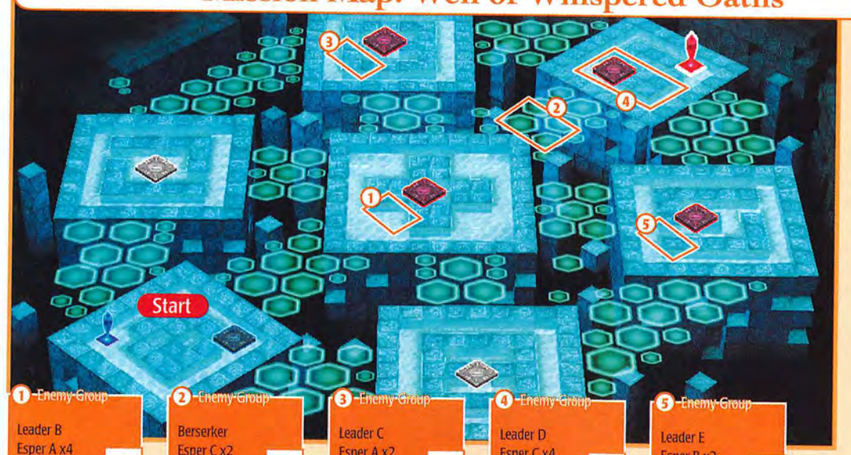
ESPER C
LV.* R II T Melee/Flying *1 / N *1 W *1 R *1
* Avg Lv +2

ESPER D
LV.* R II T Melee/Flying *1 / N *1 W *1 R *1
* Avg Lv +2

ESPER E
LV.* R III T *1 / N *1 W *1 R *1
* Avg Lv +2

*1 Changes based on Espers chosen randomly before each mission.

Mission Map: Well of Whispered Oaths



MAP DATA

Summoning Gates	
Ally	1
Neutral	2
Enemy	4

Soul Crystals	
Ally	1
Enemy	1

	FP	
0	0	0

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

Floor 01 & 02

Midlight's Deep

MISSION WALKTHROUGH

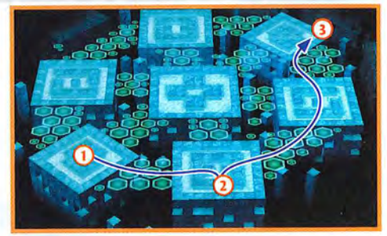
DEPLOYMENT

For this mission, reliable group leaders like Basch, Ashe, Llyud, and Kytes are recommended, as well as a healer like Penelo or Fran. However, this is a fairly easy mission, so you can deploy anyone you're comfortable with. Since enemy Esper deployment is random, assign your Esper Troupe accordingly. If there's no obvious elemental choice presented, Lamias are always a solid option.

RECOMMENDED ROUTE

Go along the right side of the map and capture the first neutral summoning gate. After you defeat enemy group B (which automatically moves to capture the same gate), enemy group D moves to open the other neutral gate, leaving the enemy soul crystal wide open. Plow through enemy group E (assuming they remain behind at their starting location), skip the summoning gates, and just send everything you have after the enemy's red soul crystal.

RECOMMENDED ROUTE



1. Summon as many Rank II-III Espers as you can.
2. Defeat Enemy Group B and capture the summoning gate.
3. Defeat Enemy Group E, ignore the summoning gates and destroy the enemy soul crystal.

Midlight's Deep, Floor 02

WELL OF WHISPERED OATHS

OBJECTIVES

- Defeat all enemies!
- At least one ally must survive.

This is a straightforward Monster Melee against lots of Great Malboros and the Midlight's Deep-exclusive Mom Bombs. Mom Bombs are similar to regular Bombs, but these foes cast Blindga, making it difficult to defeat them from afar as normal strategy would imply. In addition, progressively larger groups of Great Malboros appear from the center of the map, making it essential to complete the mission quickly.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH

UNITS

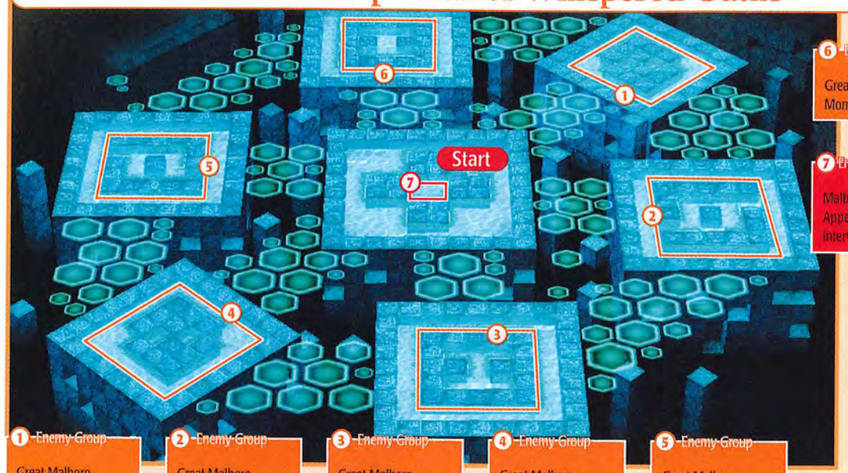
GREAT MALBORO
LV.* R II T Melee / N -- W -- R --
* Avg Lv +2

MOM BOMB
LV.* R I T Flying / N W R
* Avg Lv +2

Floor 03

Midlight's Deep

Mission Map: Well of Whispered Oaths



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

*1. Reinforcements get progressively larger by +1 with each wave.

MISSION WALKTHROUGH

The only enemies that appear on this map are Malboros and Mom Bombs, so deploy ranged and flying units, as well as Penelo for healing purposes. If you have the Ribbon, then deploy Ashe as one of your ranged leaders, as it will allow her unit to resist the Mom Bombs' Blindga and the Malboros' Bad Breath abilities. In addition to Carbuncles to assist with healing, put Sirens and Shivars into your Esper Troupe to eliminate the Mom Bombs.

None of the groups will approach your party, so it's easy to pick them off one at a time. Since the Malboro reinforcements get progressively larger, you need to clear the mission as quickly as possible. The Mom Bombs can cause serious damage with their Self-destruct ability, but they'll also crumble in the face of Kytes's Blizzaga ability. Have Llyud go on ahead to Jump on the Malboro in each group before the rest of the party approaches. This will false-trigger the Malboro's Bad Breath and the Mom Bombs' Blindga and lure the Mom Bombs into groups, allowing them to be picked off with a single spell.

Midlight's Deep, Floor 03

WELL OF WHISPERED OATHS

This is a difficult mission, full of aggressive enemies that will continually respawn thanks to the enemy soul crystal. Note, however, that the goal is not to destroy the soul crystal, but to defeat the Midlight's Deep-exclusive enemy, the War-chief.

OBJECTIVES

Defeat the War-chief!
At least one ally must survive.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

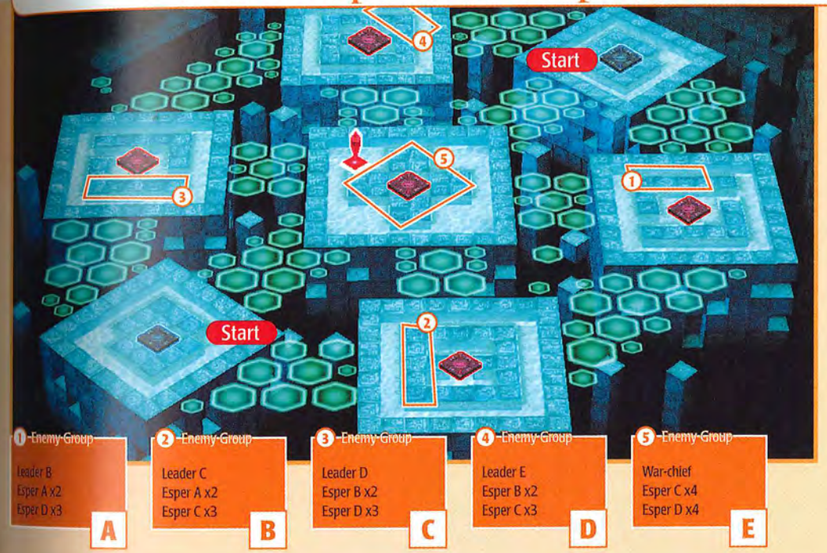
PART 1: World Guide
PART 2: The Game System
PART 3: The Missions
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UNITS

WAR-CHIEF	LEADER B	LEADER C	LEADER D	LEADER E
R LD. T Ranged	R LD. T *1	R LD. T *1	R LD. T *1	R LD. T *1
N -- W -- R --	N *1 W *1 R *1	N *1 W *1 R *1	N *1 W *1 R *1	N *1 W *1 R *1
* Avg Lv +5	* Avg Lv +1	* Avg Lv +1	* Avg Lv +1	* Avg Lv +1
ESPER A	ESPER B	ESPER C	ESPER D	ESPER E
R I T Melee	R I T Ranged	R II T Melee/Flying *1	R II T Melee	R III T *1
N *1 W *1 R *1	N *1 W *1 R *1	N *1 W *1 R *1	N *1 W *1 R *1	N *1 W *1 R *1
* Avg Lv +3	* Avg Lv +3	* Avg Lv +4	* Avg Lv +4	* Avg Lv +5

*1 Changes based on Espers chosen randomly before each mission.

Mission Map: Well of Whispered Oaths



MAP DATA

Summoning Gates	
Ally	2
Neutral	0
Enemy	5

Soul Crystals	
Ally	N/A
Enemy	1

	FP	
0	0	0

MISSION WALKTHROUGH

For this mission, deploy Vaan, Kytes, Llyud, Penelo, and Basch. The enemy Leader and Esper deployment (other than the War-chief) is completely random. Choose a Rank III Esper of appropriate element to deal with whichever enemies are deployed, as well as Carbuncles for healing.

Assuming Golems aren't part of the enemy Esper Troupe, though, you should always deploy Lamias as your second Rank II Esper. The enemies in this mission are extremely aggressive, and the Lamias' Entice ability will help you survive long enough to reunite your groups and retaliate.

When this mission starts, your leaders are split up on opposite sides of the map, so your first priority is to re-unite them. If you're good at managing multiple groups, try to direct them both toward the left side of the screen, capturing summoning gates along the way until they meet up in the middle.

Alternate Approach

To take a different approach, just let the second group (Basch and Llyud) get KO'd by the enemies while you focus on your first group of Vaan, Kytes, and Penelo. Once you've summoned sufficient Espers, take them clockwise around the map, defeating enemies and capturing summoning gates, until they arrive at your KO'd leaders. Have Penelo cast Raise on Llyud, then have Llyud cast Revive on Basch. Presto, instant reunion!

Floor 04 & 05

Midlight's Deep

Once your Leaders are re-united, this mission becomes very straightforward. The War-chief won't move from the center of the map, so start sealing the enemy summoning gates until you have enough Espers to overwhelm the central group. If you have any quickenings, use them to clear out the cluster of enemies in the center platform.

Beware the Mighty Elixir

The War-chief's Elixir ability lets him refill his HP completely when it gets low. Don't give him that chance—chain him with your most powerful abilities once he gets to 50% HP.

Midlight's Deep, Floor 04

WELL OF WHISPERED OATHS

OBJECTIVES

- Survive the enemy onslaught!
- At least one ally must survive.

In this mission, you must fight through a seemingly endless number of random reinforcements, all while avoiding a patrol of extremely powerful Level 99 enemies. If you can survive for 6 minutes and 30 seconds, you clear the mission.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

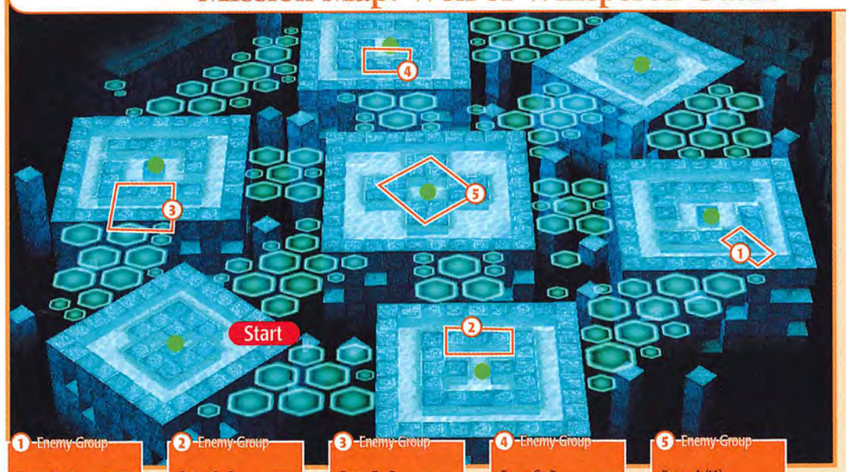
VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

ESPER A	ESPER B	ESPER C	ESPER D	ESPER E
LV. 99 R III T *1 / N *1 W *1 R *1	LV.* R I T Melee/Flying *1 / N *1 W *1 R *1	LV.* R I T G. / N *1 W *1 R *1	LV.* R II T Melee / N *1 W *1 R *1	LV.* R II T Flying/Ranged *1 / N *1 W *1 R *1
	* Avg Lv +4	* Avg Lv +4	* Avg Lv +4, 99	* Avg Lv +4, 99

*1 Chosen randomly before each mission

Mission Map: Well of Whispered Oaths



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

FP	
0	0

In addition to the enemies listed here, waves of enemies will appear in progressively larger numbers at approximately 30 second intervals from the locations indicated in green.

*1. The enemies in enemy group E are Lv. 99. However, all other reinforcements of this Esper type that appear will be your party's Avg Lv +4.

PART 1: World Guide
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MISSION WALKTHROUGH

Choose leaders to best counter the enemy Espers that appear. Fast-moving units like Chocobos, Ixions, and Wyverns can work well in this battle. However, movement speed is less important than the ability to easily and quickly contend with the continuous reinforcements that spawn onto the field.

The goal is to survive for 6 minutes and 30 seconds, with the enemy reinforcements appearing in groups roughly every 30 seconds. A lot of your success depends on which Espers appear in the random shuffle. If you end up with a wide range of elemental properties, it's difficult to pick out an Esper Troupe to fight them. If the Rank III Esper that appears for the enemy is one that moves quickly, like Odin, reshuffle until you get someone slower.

Pull Out a Slow Opponent

After completing Floor 03, save the game at the save prompt. If the Esper deployment you get for this mission includes a very fast Rank III Esper, this mission may become extremely difficult. But if you "reshuffle" by reloading from your save point, you can get a different Esper deployment.

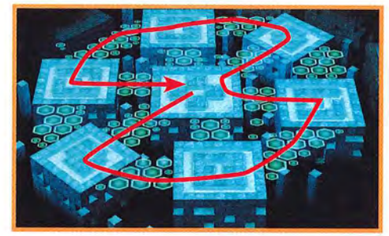
When the mission starts, pull your group back to the platform at the left of the starting platform and allow the powerful enemy group E (filled with level 99 baddies) to move past. Next, move around the outer ring of the map and follow enemy group E as it moves on its track clockwise around the map. If you always remain one platform behind, you can easily stay out of danger.

Watch the Leader

Although the Rank III Esper on this map is billed as a Leader, it functions just as any other Esper and has no support abilities. However, it will appear with the Leader icon on the overview map, making it easier to keep track of its group's current location.

After making one full circle around the map, stay near the starting point for the rest of the mission and fortify your group as the enemy reinforcements appear. At close to six minutes, enemy group E will deviate from its course and attack your party. When this happens, though, they'll be on the other side of the map.

ENEMY GROUP E's ROUTE



Midlight's Deep, Floor 05

WELL OF WHISPERED OATHS

OBJECTIVES

- Destroy the enemy soul crystal!
- Your soul crystal must survive.

In this mission, you end up facing your worst nightmare: Yourself! The enemy leader deployment here consists of evil "mirrorverse" versions of Vaan and the gang and will change to match whatever your current deployment is—including your current equipment. The enemy Espers that appear are randomized, with the only constant being the Carbuncle.

LEADER UNIT DEPLOYMENT — MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

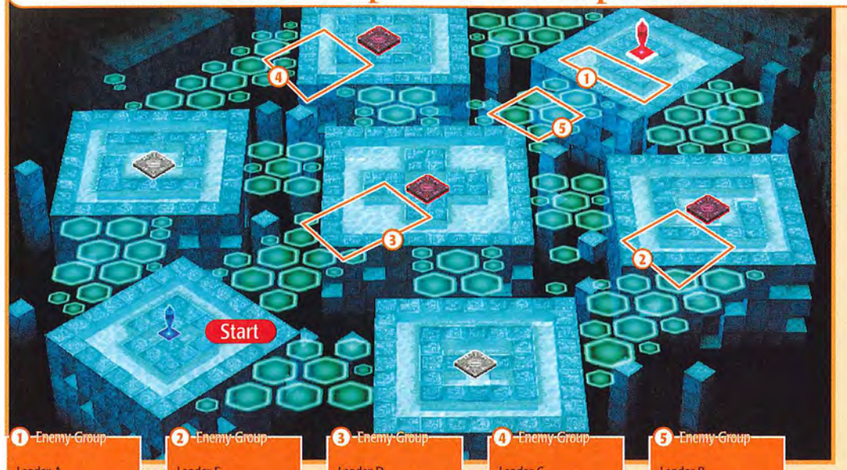
LEADER A	LEADER B	LEADER C	LEADER D	LEADER E
LV.* R LD. T *1 / N *1 W *1 R *1	LV.* R LD. T *1 / N *1 W *1 R *1	LV.* R LD. T *1 / N *1 W *1 R *1	LV.* R LD. T *1 / N *1 W *1 R *1	LV.* R LD. T *1 / N *1 W *1 R *1
ESPER A	ESPER B	ESPER C	ESPER D	CARBUNCLE
LV.* R III T *2 / N *2 W *2 R *2	LV.* R II T *2 / N *2 W *2 R *2	LV.* R II T Flying / N *2 W *2 R *2	LV.* R II T Melee/Ranged*2 / N *2 W *2 R *2	LV.* R II T G. / N W -- R --
* Avg Lv +2	* Avg Lv +1	* Avg Lv +0	* Avg Lv +0	* Avg Lv +1

*1 Identical to your corresponding leader deployment.
*2 Changes based on Espers chosen randomly before each mission.

Floor 05 & 06

Midlight's Deep

Mission Map: Well of Whispered Oaths



MAP DATA

Summoning Gates	
Ally	0
Neutral	2
Enemy	4

Soul Crystals	
Ally	1
Enemy	1

	FP	
0	0	0

1 Enemy Group — Leader A, Esper B x2, Esper D x4, Carbuncle — A

2 Enemy Group — Leader E, Esper B x3, Esper C x3 — B

3 Enemy Group — Leader D, Esper C x6, Carbuncle — C

4 Enemy Group — Leader C, Esper A, Esper B x5, Carbuncle — D

5 Enemy Group — Leader B, Esper B x3, Carbuncle — E

MISSION WALKTHROUGH

Since the enemy Leaders in this battle are identical to the ones you deploy, and the Espers are random (except for the Carbuncles), it's difficult to advise deployment options. Ashe's Empyrean Edict quickening (which prevents enemies from summoning Espers) and Vaan's highly destructive Pyroclasm quickening make them good options.

Send your two fastest leaders to capture two neutral summoning gates. Enemy group C will move toward one of the gates, so send your entire force at them. There's a good chance that after doing so, the resurrected enemy leaders along with enemy group D will make a bold charge for your soul crystal. Use all the abilities at your disposal to survive this wave, then push directly forward to the enemy soul crystal.

If you capture the enemy summoning gate on the second platform, the resurrected enemies will regroup around one of their remaining summoning gates rather than attacking your soul crystal. Exploit this opening to take your own shot at their soul crystal, using whatever abilities you need to take out the remaining Enemy Group A.

Tactic: Deploy Weak Leaders

Since the enemy leaders will be identical to your own in all respects, you could be better off deploying your weakest Leaders, then leaving the battle up to your elemental-advantageous Esper Troupe. You can make the battle even easier by equipping your leaders with the weakest equipment in their arsenal. Your opponents will reflect that change and fall prey to your powerful Espers!

Midlight's Deep, Floor 06

WELL OF WHISPERED OATHS

OBJECTIVES

- Open all the treasure chests!
- At least one ally must survive.

This mission is a race to open the six treasure chests that appear on the map. A level 99 Bahamut serves as guardian of the level's treasure and patrols the map on a predictable course. You can only deploy three party members and no Espers.

PART 1: World Guide
PART 2: The Game System
PART 3: The Missions
PART 4: Data

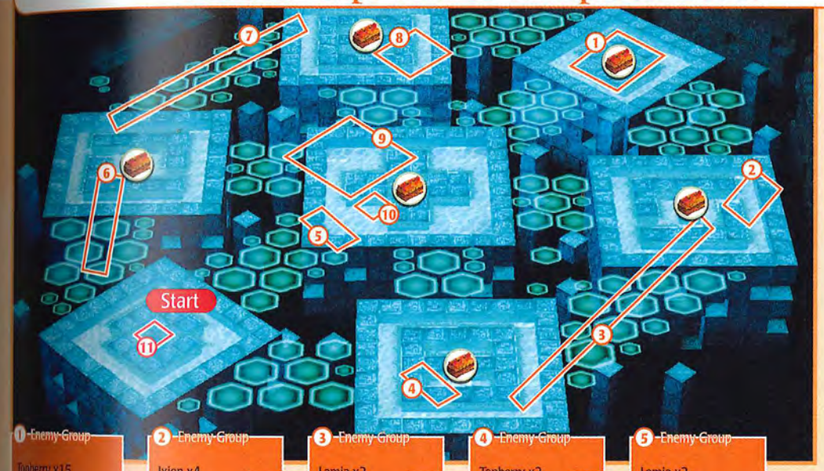
LEADER UNIT DEPLOYMENT — MAX UNITS: 3

VAAN · PENELO · KYTES · FILO · LLYUD · BALTHIER · FRAN · ASHE · BASCH

UNITS

BAHAMUT	CHOCOBO	IXION	LAMIA	TONBERRY
lv. 99	lv. *	lv. *	lv. *	lv. *
R III T Flying	R I T Melee	R II T Melee	R II T Melee	R II T Melee
N -- W -- R --	N -- W -- R --	N ⚡ W ● R ⚡	N ● W ● R ●	N -- W -- R --
	* Avg Lv +6	* Avg Lv +6	* Avg Lv +6	* Avg Lv +6

Mission Map: Well of Whispered Oaths



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	6

The treasure chests on this map will contain one of the following items: Diamond, Zodiac Ore, Water Gem, Fire Gem, Storm Gem, Earth Gem, Storm Stone, Water Stone, Fire Stone, Earth Stone, Mythril Shards, or Tiger-eye.

1 Enemy Group — Tonberry x15, Lamia x5, Chocobo x2 — A

2 Enemy Group — Ixion x4 — B

3 Enemy Group — Lamia x2 — C

4 Enemy Group — Tonberry x2 — D

5 Enemy Group — Lamia x2, Tonberry x3 — E

6 Enemy Group — Lamia x2 — F

7 Enemy Group — Ixion x4 — G

8 Enemy Group — Tonberry x4 — H

9 Enemy Group — Ixion x4 — I

10 Enemy Group — Bahamut — J

11 Enemy Reinforcements — Chocobo (Appears every 30 seconds.) — A

MISSION WALKTHROUGH

Since you have only three Leaders and no Espers to deploy, try using Vaan, Llyud, and Penelo. Equip Llyud with the Mythril Gloves to protect him from the Lamias' Entice ability, and keep his Revive ability on hand in case Penelo falls in battle.

The level 99 Bahamut is a powerful enemy, far too powerful to fight with just your three leaders alone. He moves on a set path, making it easier to avoid him while you snag the treasures. Follow the path on the Recommended Route map for best results. Have Llyud and Vaan fight together. Set Penelo's gambit to Esunaga, so that if Vaan falls to the Lamias' Entice ability, he can be cured immediately.

Watch Those Chocobos!

Keep an eye on the Chocobo reinforcements that show up as well, as they can ambush Penelo from behind. If this occurs, use Llyud's Revive ability.

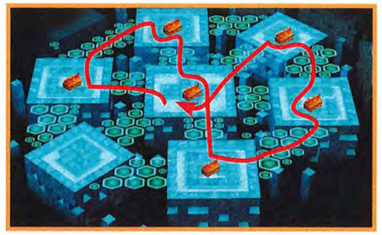
Floor 06 & 07

Midlight's Deep

It's important to fill Vaan's Mist Charge gauge before you reach the last chest. He'll need a quickening to annihilate the enemies that surround it, and to eliminate the Lamias so that they can't Confuse him. If Bahamut is on your tail by the time you get to step 5, ignore enemy group B, leave Llyud and Penelo behind to soak up Bahamut's attacks, and send Vaan to pick up the last chest on his own. The mission ends once he opens the chest.

RECOMMENDED ROUTE

1. Move up immediately to attack enemy group D to avoid the patrolling Lamias of group E.
2. Defeat enemy group C and open the treasure chest.
3. Wait for Bahamut to leave the area, then defeat enemy group I and nab the contents of the treasure chest in the center chamber.
4. Defeat enemy group H and open the treasure chest.
5. Defeat enemy group D and B and open the treasure chest.
6. Use Vaan's quickening on the back row of Lamias in enemy group A, then open the treasure chest.





Midlight's Deep, Floor 07

WELL OF WHISPERED OATHS

OBJECTIVES

- Capture the summoning gates!
- Your soul crystal must survive.

In this mission, you must protect your soul crystal from hordes of enemies coming from all sides while sealing the six enemy summoning gates. The enemies consist of a variety of Chocobos exclusive to Midlight's Deep. The most troublesome are the Black Chocobos and Tricksters.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

TRICKSTER

LV*					
	R	LD.	T	Melee	
	N	--	W	--	R --

* Avg Lv +7

RED CHOCOBO

LV*					
	R	II	T	Melee	
	N	--	W	--	R --

* Avg Lv +8

BLACK CHOCOBO

LV*					
	R	II	T	Ranged	
	N	--	W	--	R --

* Avg Lv +8

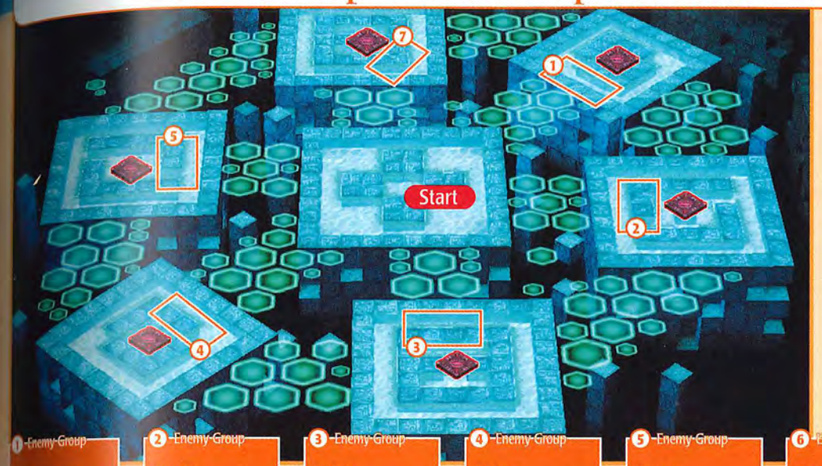
GREEN CHOCOBO

LV*					
	R	II	T	Ranged	
	N		W	--	R --

* Avg Lv +8

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Mission Map: Well of Whispered Oaths



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	6

Soul Crystals	
Ally	1
Enemy	N/A

	FP	
0	0	0

In addition to the enemies listed here, Red Chocobos, Green Chocobos and Black Chocobos will emerge from the enemy summoning gates.

1 Enemy Group — Red Chocobo x4, Black Chocobo x2, Green Chocobo x2 — A

2 Enemy Group — Trickster, Red Chocobo x2, Black Chocobo x3 — B

3 Enemy Group — Trickster, Black Chocobo x5 — C

4 Enemy Group — Trickster, Red Chocobo x4, Black Chocobo x2, Green Chocobo x2 — D

5 Enemy Group — Trickster, Red Chocobo x2, Black Chocobo x3 — E

6 Enemy Group — Trickster, Red Chocobo x5 — F

MISSION WALKTHROUGH

DEPLOYMENT OPTIONS

Most of the enemies are melee or ranged and they fight in groups. This means that Melee and Flying units are the order of the day, especially those with large area effect attacks. Basch, Llyud, and Kytes are useful in this respect. Filo or Vaan are also good choices to use to open the summoning gates. Ashe can also substitute for Basch or Llyud, as her basic attack has an area effect and her Empyrean Edict quickening can be very useful against the enemy reinforcements. As a ranged unit, however, she's less effective against the large swarms of melee-type opponents.

For your Esper Troupe, choose a Level III flying Esper with a large area attack. Bahamut is ideal, but Exodus is an acceptable substitute. Choose Carbuncles for healing, too. Although Lamias are ranged Espers, their Confuse ability is very useful against the Chocobos. Wyverns are also good for attacking large numbers of enemies en masse.

As the mission starts, enemy group A comes directly after your soul crystal. When this occurs, send Filo past them to open their summoning gate; they ignore her and target your main party instead. Once the summoning gate is open, summon as many Rank II-III Espers as possible to fend off enemy groups D and E. If you've deployed Vaan or Kytes, summon the majority of Rank II Espers to their teams to fill up their Mist Charge gauges. Any Chocobos that you don't KO will pull back to join enemy group C and make periodic raids on your position, so keep your main party on the south side of the soul crystal.

Hold Your Ground!

The enemies pouring out from enemy group C's summoning gate use hit-and-run tactics, making it easy for your Espers and leaders to get lured away from the soul crystal.

With the majority of your party in the center of the map to protect your soul crystal, send Filo along the light blue Recommended Route path to capture the remaining summoning gates, sending Vaan or Llyud along to speed up the process. Use your Rank III Esper to clear out any remaining gate guardians. Eliminate the Tricksters right away to prevent them from using their long-range Choco Comet attack.

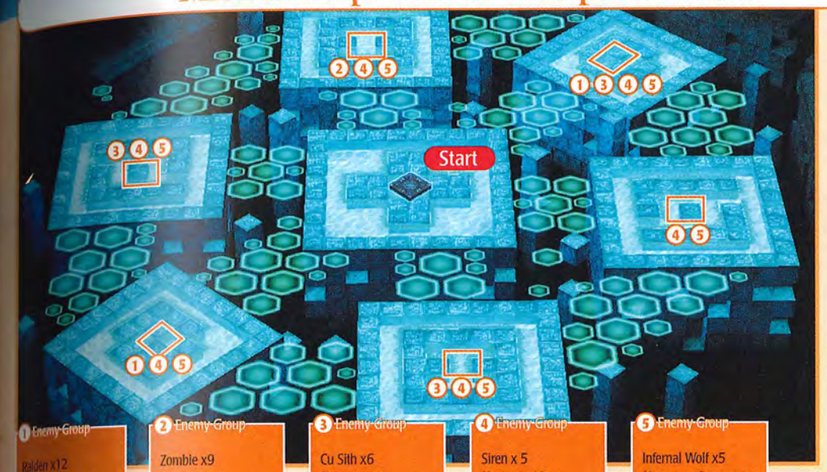
Now You See Them...

While some Trickster groups abandon their summoning gates, others simply use their Camouflage ability to make you think they have. Before you assume a gate is abandoned and send Filo to open it, wait a few seconds to make sure the gate's guardians are really gone!

Floor 07 & 08

Midlight's Deep

Mission Map: Well of Whispered Oaths



MAP DATA

Summoning Gates	
Ally	1
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

MISSION WALKTHROUGH

DEPLOYMENT

Kytes is absolutely indispensable in this mission, as his Magick can almost single-handedly devastate a single group of flying or ranged Espers. For other leaders, choose those with wide attack areas. Ashe and Llyud are useful, since both can equip accessories that resist the Confuse status inflicted by the Infernal Wolves.

For your Esper Troupe, choose a Rank III Esper with a wide area-effect attack (Bahamut is preferable). Fill the rest of your Troupe with Espers with wide attack areas (such as Wyverns) or Lamias. Sirens are also a good choice, as they'll tear through the Infernal Wolves with ease.

MISSION TIPS

Keep your team around the summoning gate at the center and fight the enemies as they appear. Position Kytes and your Rank III Esper at opposite ends of the summoning gate so they can be the first to attack the reinforcements. When the last two waves of enemies appear, form a circle with your offensive units and place your healing units and the summoning gate at the center of the circle to dole out healing as necessary. Save any mass-attack quickenings for the Infernal Wolves.

Enemies in Motion

When enemies attack in a line formation and you're about to hit them with an area-effect spell, keep in mind that your target point is the center of the spell's effect field. Don't target the spell at the first enemy in line; target the second or third enemy from the front.

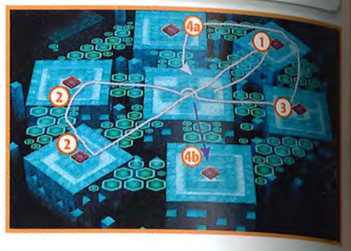


RECOMMENDED ROUTE

1. Leave the rest of your units behind and send Filo to open the first summoning gate. Summon lots of Rank II-III Espers.
2. After enemy groups D and E approach, send Filo to open up these two vulnerable summoning gates.
3. Have your Rank III Esper use his area-effect attack to eliminate enemy group B, then send Filo to open the summoning gate.

4a. Use your Rank III Esper to defeat enemy group F, then send Filo to open the summoning gate.

4b. Send the rest of your force to eliminate enemy group C and capture the final summoning gate. If Kytes, Vaan, or Ashe has a quickening, use it before making this final run on the gate.



Midlight's Deep, Floor 08

WELL OF WHISPERED OATHS

OBJECTIVES

- Defeat all enemies!
- At least one ally must survive.

On this floor, the goal is to endure the five waves of assaults from various creatures. Each wave consists of more monsters coming from different directions, but there's a summoning gate at your disposal.

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

ZOMBIE — LV * | R I | T Melee | N -- | W | R --
* Avg Lv +8

INFERNAL WOLF — LV * | R II | T Melee | N | W | R
* Avg Lv +8

SIREN — LV * | R II | T Flying | N | W | R
* Avg Lv +8

RAIDEN — LV * | R II | T Flying | N | W | R
* Avg Lv +8

CU SITH — LV * | R II | T Ranged | N | W | R
* Avg Lv +8

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Midlight's Deep, Floor 09

WELL OF WHISPERED OATHS

The Midlight's Deep-exclusive leaders in this mission are extremely powerful, so it takes good strategy to defeat them. The toughest foe is the Wizard, who hides behind a wall of Golems and casts powerful Stone attacks on top of a full compliment of elemental magick.

OBJECTIVES

- Defeat all enemy leaders!
- At least one ally must survive

LEADER UNIT DEPLOYMENT

MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

UNITS

BALLISTA — R LD. T Ranged; N W -- R --
* Avg Lv +1

CHAMPION — R LD. T Melee; N W -- R --
* Avg Lv +12

DRAGOON — R LD. T Flying; N W -- R --
* Avg Lv +12

ASSASSIN — R LD. T Melee; N -- W -- R --
* Avg Lv +12

WIZARD — R LD. T Ranged; N W -- R --
* Avg Lv +12

SAGITTARIUS — R II T Ranged; N W R
* Avg Lv +9

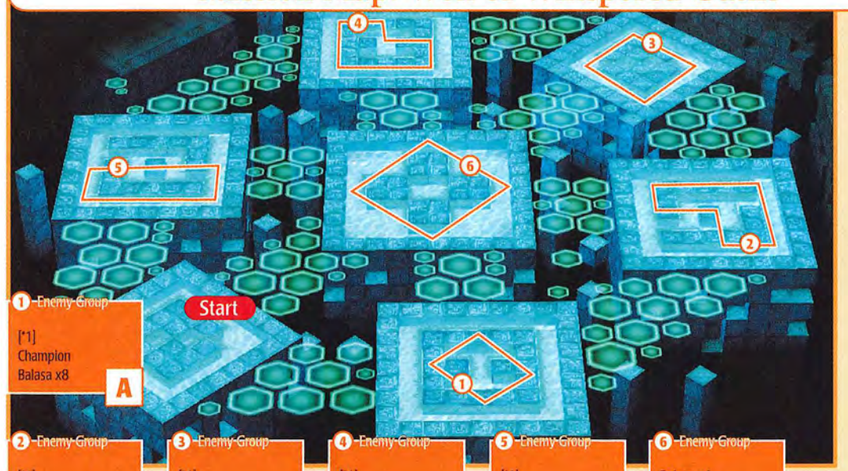
BALASA — R II T Melee; N W R
* Avg Lv +9

CU SITH — R II T Ranged; N W R
* Avg Lv +9

SHIVAR — R II T Ranged; N W R
* Avg Lv +9

GOLEM — R II T Melee; N W R
* Avg Lv +9

Mission Map: Well of Whispered Oaths



MAP DATA

Summoning Gates	
Ally	0
Neutral	0
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

	FP	
0	0	0

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MISSION WALKTHROUGH

DEPLOYMENT

It's important to focus on the Wizard, so build your party with the intention of crushing this foe. Golems are your best choice here, as they can resist the Wizard's vicious Stone attack and the attacks of the Golems.

Since there are no summoning gates, deploy Vaan and Basch so that you'll have four Golems in your starting Espers. Also deploy Llyud, Penelo, and Kytes. Fill the rest of your Esper Troupe with Carbuncles and a powerful ranged or flying unit for Llyud or Kytes. Sirens are a good choice to deal with the field's plentiful Balasas, as are Lamias for their ability to cause the Confuse status effect.

MISSION TIPS

Move counter-clockwise around the map, defeating each of the Leaders. The following tactics will help you reach the final battle with the Wizard with a minimum of casualties.

Enemy Group A: The enemy Balasas can tear through your Golems, so keep them in the back row at first. Let your leaders and other Rank II Espers do the fighting, using Kytes's magick as necessary. Once the Balasas have been engaged, you can send the Golems in to clean things up.

Enemy Group B: Try to get the Shivars into a group. Leave your main party behind to deal with the four Balasas from enemy group F and send Llyud by himself to use his Jump attack on the Assassin. The entire group will move forward and cluster together, turning them into a perfect target for a Firaga from Kytes!

Fight Fast!

Each foursome of Espers in enemy group F will attack in 1-minute intervals. After defeating them all, the remaining leaders on the map all converge at once! Therefore, make sure you defeat the Wizard before the last foursome of Golems starts coming after you.

Enemy Group C: The Ballista's special abilities make the Jump tactic too dangerous here, but your Golems are custom built for fighting Sagittariuses. Send your melee units lumbering forward to deal with Ballista's group, leaving Kytes and Llyud out of harm's way to deal with the Cu Siths and Shivars from enemy group F.

Fight Smart

There are no summoning gates in this battle and you'll want all your Espers for the tough battle against the Wizard. If given a choice between sacrificing an Esper or a leader in combat, just remember—leaders can be Revived or Raised and Espers can't!

Upon reaching the map's northernmost chamber, send your remaining Golems at the Wizard from behind. If Basch's Mist Charge gauge is full, use his Apocalypse Shield to give his Golems a little more life. Let the Golems soak up the damage and keep your leaders in the back row to hit the Wizard with magick, abilities, and quickenings.

Midlight's Deep, Floor 10: Yiazmat Cometh!

WELL OF WHISPERED OATHS

The last floor of Midlight's Deep features one mother of a battle against the extremely powerful Esper Yiazmat. The reward for completing this battle is a host of rare materials for forging, as well as a significant upgrade to Vaan's sword, Anastasia.

OBJECTIVES

Defeat Yiazmat!
At least one ally must survive.

LEADER UNIT DEPLOYMENT

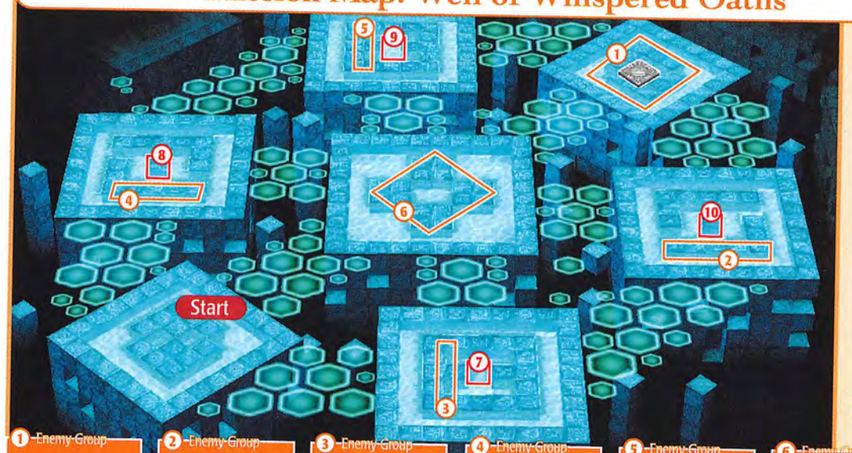
MAX UNITS: 5

VAAN PENELO KYTES FILO LLYUD BALTHIER FRAN ASHE BASCH

Floor 10

Midlight's Deep

Mission Map: Well of Whispered Oaths



MAP DATA

Summoning Gates	
Ally	0
Neutral	1
Enemy	0

Soul Crystals	
Ally	N/A
Enemy	N/A

◇	FP	
0	0	0

Foraging Item: Orange Bud

1 Enemy Group — A
Cúchulainn x2
Lamia x2
Golem x2
Raiden x2
Carbuncle

2 Enemy Group — B
Lamia x4

3 Enemy Group — C
Cúchulainn x4

4 Enemy Group — D
Golem x4

5 Enemy Group — E
Raiden x4

6 Enemy Group — F
Yiazmat (*2)
Carbuncle x4

7 Enemy Reinforcements — A
Cúchulainn x3
Carbuncle
(Appears in 1:30 intervals after 0:25 [*1].)

8 Enemy Reinforcements — B
Golem x3
Carbuncle
(Appears in 1:30 intervals after 0:45 [*1].)

9 Enemy Reinforcements — C
[*2]
Raiden x2
Carbuncle x2
(Appears in 1:30 intervals after 1:15 [*1].)

10 Enemy Reinforcements — D
[*2]
Lamia x2
Carbuncle x2
(Appears in 1:30 intervals after 1:35 [*1].)

*1. Only two teams from each reinforcement party will be on the field at a time.
*2. Approaches after Yiazmat is attacked, or after all four original Carbuncles from enemy group F are defeated.

UNITS

YIAZMAT — Lv. * — R LD. T Ranged — N W R
* Avg Lv +15

CÚCHULAINN — Lv. * — R II T Melee — N W R
* Avg Lv +10

GOLEM — Lv. * — R II T Melee — N W R
* Avg Lv +10

LAMIA — Lv. * — R II T Ranged — N W R
* Avg Lv +10

RAIDEN — Lv. * — R II T Flying — N W R
* Avg Lv +10

CARBUNCLE — Lv. * — R II T Ranged — N W R
* Avg Lv +10

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MISSION WALKTHROUGH

DEPLOYMENT

Golems are perfect for this mission. Not only is Yiazmat weak against their unit type and their element, but Golems also have natural resistance to the Stop effect caused by Yiazmat's White Breath and to the Confuse effect of the Lamias. Also, deploy Carbuncles and a Rank III Esper of your choice. A non-elemental melee type, like Gilgamesh or Odin, will be good for resisting Yiazmat attacks.

For your leaders, deploy Basch, Ashe, Llyud, Kytes, and Penelo. Depending on your preferences, you can safely substitute Vaan for Basch and Fran for Llyud. Llyud is useful as an attacker, since his Mythril Gloves will let him resist Confuse and his Lancet and Revive abilities are effective as well. On the other hand, Fran provides another set of hands to dispel Confuse and Stop effects. In making the decision between Vaan and Basch, consider Vaan if you want a stronger offense and Basch if you want a stronger defense.

MISSION STRATEGY

To defeat Yiazmat move around the outskirts of the map to reach the summoning gate. Make sure to use Kytes's Magick to clear any enemies. The reinforcements continue to spawn, so get to the summoning gate as quickly as possible.

After opening the gate, dismiss your Rank I Espers and summon a Rank III Esper and lots of Golems to Basch, Vaan, and Kytes. Spend some time fortifying your Espers and fighting enemy reinforcements, building up your Mist Charge gauges for the fight against Yiazmat.

Give Ashe the Healing Team

Golems already have resistance to most of the status effects you'll encounter on this mission, but your Carbuncles have no such resistance. Equip Ashe with the Ribbon accessory and summon Carbuncles into her group so that they reap the benefits of her support ability. If you don't have the Ribbon yet, summon them to Llyud's (equip the Mythril Gloves) team so that they can at least resist the Confuse effect from the Lamias.

In preparing to fight Yiazmat, use Kytes's Magick to lure out the Carbuncles in enemy group F, but only defeat three of them. If you defeat all four, Yiazmat and the other enemy reinforcement groups will come after you. When one Carbuncle remains, it's time to fight Yiazmat! When fighting Yiazmat, organize your units as follows:

LEADERS & ESPERS	MAIN ROLE
Basch/Vaan, Golems	Front-row Attackers
Ashe, Rank III Esper	Mid-row Interference
Fran/Llyud, Kytes	Back-row Support
Penelo, Carbuncles	Healing

Send your front-row attackers to attack Yiazmat and have Penelo and the Carbuncles heal from afar. If you've deployed Basch, use his Apocalypse Shield quickening to prolong the life of his Golem group. Mid-row interference units can attack Yiazmat or pick off reinforcements. In particular, defeat any Carbuncles, as they can slow your progress significantly. Keep the "back-row support" units out of the range of Yiazmat's White Breath and concentrate their attacks on enemy reinforcements only. If things get difficult, start chaining Magick and quickenings on Yiazmat.

AFTERMATH

Defeating Yiazmat will earn you some serious bragging rights and some pretty fancy loot. You receive the following rewards every time you clear the dungeon:

Fire Gem, Earth Gem, Water Gem, Storm Gem, Zodiac Ore (or Diamond) (*1)

*1. Only received the first three times you complete the dungeon.

In addition, the power released by defeating Yiazmat earns a +10 bonus to the Atk values and each of the attributes on Vaan's sword Anastasia.

...and All I Got Was This Stupid T-Shirt

At first, the bonus you receive to Vaan's sword Anastasia doesn't seem very significant. Even an upgraded Anastasia is still weaker than the perfectly-forged Laevitainn. You get the same bonus each time you defeat Yiazmat, however, and the reward stacks up quickly. If you keep at it, Vaan can end up with a super-sword with a basic attack of 200 and +100 bonuses to each of his attributes!

Data

Here it is, the nuts and bolts chapter for all those who are deeply serious about *Final Fantasy XII: Revenant Wings*. This data chapter digs deep into the frightening numbers that underpin all of the gameplay greatness. Have at it!

ITEMS

This game features four types of items: weapons, armor, accessories, and materials. Weapons, armor, and accessories are equipped by your leaders for use during missions, while materials are used as ingredients for forging new weapons between missions.

- **Weapons:** Weapons raise attack abilities, increasing the amount of damage your leaders can inflict. You can find new weapons inside treasure chests, earn them by completing certain missions, buy them at Tomaj's shop, or have the Master Artificer craft them at his Forge in your airship's Sky Saloon.
- **Armor:** Armor raises defense abilities, decreasing the amount of damage your leaders take from most attacks. You can find new armor inside treasure chests, earn it by completing certain missions, or buy it at Tomaj's shop in the Sky Saloon.
- **Accessories:** When equipped, these items grant your leaders support abilities that can have a variety of effects, from buffing your party's stats to granting them status effect immunities. You can find new accessories inside treasure chests, earn them by completing certain missions, or buy them at Tomaj's shop in the Sky Saloon.
- **Materials:** Cu Sith, Master Artificer at the Forge in your airship's Sky Saloon, uses these items as ingredients when he forges new weapons. You can also sell materials to Tomaj for cash. Materials come in three grades: High, Medium, and Low. You can acquire materials by scavenging Material Nodes, earn them by completing certain missions, or buy them at the Materials shop run by Llyud in the Sky Saloon.

LEADERS AND ITEM SETS

Each leader has his/her own unique set of weapons, armor, and accessories. For example, only Vaan equips one-handed swords as weapons, chestplates as armor, and special boots as his accessory. Here's a list of leaders and their item sets:


Vaan: One-Handed Swords, Chestplates, Boots


Kytes: Rods, Robes, Pouches


Llyud: Lances, Pendants, Gloves


Fran: Bows, Body Suits, Masks


Basch: Two-Handed Swords, Body Armor, Helmets


Penelo: Staves, Costumes, Bracelets


Filo: Skybandits, Vests, Earrings


Balthier: Guns, Light Armor, Rings


Ashe: Hand Bombs, Clothes, Necklaces


Ba'Gamnan: Chainsaw, Heavy Armor, Shield

ITEM INVENTORY LIMITS

Your party can haul around a lot of stuff, but there is an upper limit to the total items you can carry in your inventory. This limit increases as new characters join your party. By Chapter 8, you'll have nine characters in your party who can carry a combined total of 501 items!

Equation for Item Inventory Upper Limit: 473 + [Characters in your party x 3] + 1*

(* The +1 is added when you acquire the special sword Anastasia.)

Upon reaching your inventory limit, you can no longer buy items from the Sky Saloon shops. You must also discard any items over the limit when you acquire new items after clearing a mission. When this situation occurs, just sell off expendable low- and medium-grade materials that can be easily purchased at the Material Shop first.

Items and Materials

WEAPONS

One of the most important tactical choices you make before each mission is weapon selection. Changing weapons from mission to mission can play a huge role in your success. For example: If your primary flying enemy in the upcoming battle is weak versus the Water element, you should equip a ranged leader with a weapon that inflicts Water damage.

Throughout the game, you will want to find, earn, buy, or forge new weapons whenever possible. Sometimes you find a new weapon inside a treasure chest or earn it as a completion bonus after completing a certain mission or hunt. Oftentimes, you must buy new weapons from Tomaj or have Cu Sith, Master Artificer, forge them from materials you provide at their respective Sky Saloon shops.

Multiple Ways to Get Weapons

Note that, in most cases, there is more than one way to acquire a particular weapon. For example: If you miss the Blood Sword hidden inside the treasure chest in Story Mission 7-1, you can still forge it later after you obtain the Connoisseur's Guide recipe book in Story Mission 7-2, or you can buy it at Tomaj's shop after clearing all Chapter 8 missions.

HOW FORGING ALTERS WEAPON STATS

When wielded, many weapons not only inflict Attack damage on enemies during combat but also boost one or more of the user's five basic attributes (Strength, Magick, Stamina, Mind, and Speed). Which attributes are boosted and by how much depends on the quality of the materials used in forging and on your answers to the questions asked by the Master Artificer before the forging process begins.

For more details on how this works, check out the section on Forging later in this section. Note also that if you choose to sell a forged weapon, the price you receive is also modified by the material's quality.

THE WEAPONS TABLES

The following tables present all significant stats and attribute-boosters for every weapon in the game. Each weapons table also provides the following info:

- "How/When Weapon Is Acquired" describes where, when, and how each weapon can be acquired. "Mission" indicates in which missions the weapon will appear as a mission reward. "Treasure" indicates in which missions the weapon can be found in a treasure chest.
- The "Forged?" column indicates whether or not the weapon can be forged. A "O" means the weapon can be forged, an "X" designates it cannot be forged, and an "*" means that forging is the only way to acquire this weapon.
- The "Needed for Forging" column illustrates if the weapon can be forged, then which Recipe Book you need, which mission that book is available, and what three "recipe" materials are needed for forging the weapon.
- "Cost/Sell" shows what the weapon costs if you buy or sell it at Tomaj's shop. (Note that if you meet certain conditions during the game, Tomaj lowers his asking price 5 or even 10 percent.)
- "Skill" indicates the basic physical or elemental attack/action executed while the weapon is equipped—e.g., Attack, Cure, Bows, Hand Bombs, Fire, Lightning, Earth, and so on. This also includes base damage, range, and extra effects such as Slow or Immobilize inflicted by the weapon's attacks.

Items and Materials

ONE-HANDED SWORDS

USED BY

LONGSWORD

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
10	5	60		400	200

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	X	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After 3-1 Cleared	--	--	--	Vaan's Starting Equipment

MYTHRIL BLADE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
20	10	60		600	300

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After 3-1 Cleared	Starter Manual (2-1: Common Metal + Small Bone + Worn Hide)	--	2-2	--

TEMPESTBLADE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
30	15	60		850	425

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.3 Cleared	Artificer's Handbook (3-1: Common Metal + Worn Hide + Storm Shard)	T46	--	--

FLAMETONGUE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
40	20	60		2400	1200

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.3 Cleared	Primary Principles (3-5: Brilliant Ore + Furry Hide + Fire Shard)	--	--	--

ICEBRAND

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
40	20	60		2400	1200

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.5 Begins	Secondary Principles (4-1: Brilliant Ore + Timeworn Carapace + Water Shard)	4-2	--	--

RUNEBLADE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
50	25	60		3600	1800

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.5 Begins	Arms Encyclopedia (4-5: Lustrous Metal + Green Gemstone + Braided Twine)	--	--	--

EARTHSABRE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
60	30	40		4800	2400

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1/Effect:Slow)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Begins	Armament Almanac (6-1: Large Bone + Braided Twine + Earth Shard)	T61	--	--

PYROBLADE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
65	30	60		--	3000

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
+15	--	--	--	--	*	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Everburn Essentials (T56: Everburn + Braided Twine + Fire Shard)	--	--	--

BLOOD SWORD

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
70	35	40		7400	3700

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1/Effect:Leech)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Cleared	Connoisseur's Guide (7-2: Lustrous Metal + Viscous Fluid + Grim Dust)	--	7-1	--

ANASTASIA

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
80*	40*	60		--	--

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--*	--*	--*	--*	+15*	X	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	--	--	--	Automatically received after 7-3

*Gains +10 after each completion of Midlight's Deep dungeon

LAEVATEINN

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	60		--	6600

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Forged by Fire (T75: Durable Metal + Volatile Compound + Inferno Crystal)	--	--	--

CORAL BLADE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	60		--	7150

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Tempered in Ice (T76: Glistening Shard + Glistening Shard + Tide Crystal)	--	--	--

RUDRA TALWAR

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	60		--	6000

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Hammer of Lightning (T73: Precious Ore + Massive Bone + Empyrean Crystal)	--	--	--

STONEBLADE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	60		--	6600

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Anvil of Earth (T71: Massive Bone + Glittering Dust + Terra Crystal)	--	--	--

DURANDAL

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
95	45	60		--	--

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
+15	--	--	--	--	X	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	--	T81	--	--

ULTIMA WEAPON

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
100	50	60		--	--

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
+10	+10	+10	+10	+10	X	Attack (Damage: 10/Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	--	T80	--	--

STAVES

USED BY

CRESCENT POLE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
5	10	12		300	150

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	X	Cure (Heal:20/Range:5/ Effect:HP Restore)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After 3-1 Cleared	--	--	--	Penelo's Starting Equipment

CHERRY STAFF

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
10	20	12		450	225

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Cure (Heal:20/Range:5/ Effect:HP Restore)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After 3-1 Cleared	Starter Manual (2-1: Yellow Gemstone + Fine-grained Wood + Worn Hide)	--	2-2	--

MYTHRIL STAFF

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
15	30	12		750	375

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Cure (Heal:20/Range:5/ Effect:HP Restore)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.3 Cleared	Artificer's Handbook (3-1: Common Metal + Yellow Gemstone + Timeworn Carapace)	3-3	--	--

VESPER POLE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
20	40	12		2200	1100

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Cure (Heal:20/Range:5/ Effect:HP Restore)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.5 Begins	Primary Principles (3-5: Green Gemstone + Fragrant Wood + Furry Hide)	4-2	--	--

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STAFF OF PROTECTION

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
25	50	12		3600	1800

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	+10	+10	--	X	Cure (Heal:20/Range:5/ Effect:HP Restore)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.5 Begins	--	--	--	--

SILVER STAFF

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
30	60	12		4700	2350

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Cure (Heal:20/Range:5/ Effect:HP Restore)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Begins	Armament Almanac (6-1: Brilliant Ore + Blue Gemstone + Solid Carapace)	T59	--	--

PYROSCEPTER

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
30	65	12		--	3000

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	+15	--	--	--	*	Cure (Heal:20/Range:5/ Effect:HP Restore)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Everburn Essentials (T56: Everburn + Smooth Wood + Smooth Wood)	--	--	--

POLE OF BLESSINGS

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
35	70	12		--	3700

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	+15	--	--	--	X	Cure (Heal:20/Range:5/ Effect:HP Restore)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	--	7-2	--	--

RODS

ROD OF FIRE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
5	10	36		300	150

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	X	Fire (Damage:10/ Range:4)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After 3-1 Cleared	--	--	--	Kytes's Starting Equipment

GOLDEN STAFF

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
40	80	12		11900	5950

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Cure (Heal:20/Range:5/ Effect:HP Restore)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Cleared	Dragon's Devices (8-1: Precious Ore + Red Gemstone + Robust Carapace)	8-2C	--	--

NIRVANA

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
40	90	12		--	6600

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Cure (Heal:20/Range:5/ Effect:HP Restore)

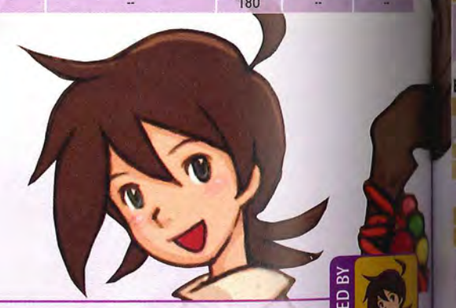
HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Forbidden Grimoire (T72)	--	--	--

RAQS SHARQI

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
50	100	20		--	--

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	X	Revitalize (Heal:15/ Range:5/Effect:HP Restore, Status Restore)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	--	T80	--	--



USED BY

GAIA ROD

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
10	20	36		700	350

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Stone (Damage:10/ Range:4)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After 3-1 Cleared	Starter Manual (2-1: Fine-grained Wood + Small Bone + Earth Shard)	--	2-1	--

ROD OF LIGHTNING

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
15	30	36		850	425

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Thunder (Damage:10/Range:4)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.3 Cleared	Artificer's Handbook (3-1: Fine-grained Wood + Worn Hide + Storm Shard)	--	--	--

ROD OF ICE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
20	40	36		1700	850

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Blizzard (Damage:10/ Range:4)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.3 Cleared	Secondary Principles (4-1: Large Bone + Timeworn Carapace + Water Shard)	--	--	--

STORM WAND

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
20	45	22		2000	1000

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Thunder (Damage:10/ Range:4/Effect:Slow)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.5 Begins	Primary Principles (3-5: Fragrant Wood + Furry Hide + Storm Shard)	4-5	--	--

EARTH WAND

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
25	50	20		2900	1450

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Stone (Damage:10/ Range:4/Effect:Blind)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.5 Begins	Arms Encyclopedia (4-5: Large Bone + Solid Carapace + Earth Shard)	--	--	--

RIME WAND

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
30	60	22		4900	2450

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Blizzard (Damage:10/ Range:4/Effect:Silence)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Begins	Armament Almanac (6-1: Blue Gemstone + Smooth Wood + Water Shard)	--	T58	--

PYROWAND

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
30	65	15		--	3000

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	+15	--	--	--	*	Fire (Damage:10/ Range:4/Effect:Immobilize)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Everburn Essentials (T56: Everburn + Solid Carapace + Fire Shard)	--	--	--

LAVA WAND

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
40	80	12		7900	3950

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Fire (Damage:10/ Range:4/Effect:Confuse)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Cleared	Tiger's Tactics (8-1: Sturdy Wood + Volatile Compound + Fire Shard)	--	7-2	--

WIZARD'S ROD

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
45	90	36		--	7150

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Fire (Damage:10/ Range:5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Forged by Fire (T75: Sturdy Wood + Aqueous Fluid + Inferno Crystal)	--	--	--

WHALE WHISKER

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
45	90	36		--	6600

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Blizzard (Damage:10/ Range:4/Effect:Pierce)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Tempered in Ice (T76: Massive Bone + Glistening Shard + Tide Crystal)	--	--	--

ZEUS MACE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
45	90	20		--	7800

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Lightning (Damage:8/ Range:4/Effect:Prong Attack)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Hammer of Lightning (T73: Rare Gemstone + Robust Carapace + Empyrean Crystal)	--	--	--

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TERRA WAND

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
45	90	15		--	6000

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Stone (Damage:10/ Range:4/Effect: Immobilize)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Anvil of Earth (T71: Precious Ore + Massive Bone + Terra Crystal)	--	--	--

SKYBANDITS

USED BY

SPECTRAL EDGE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
10	5	60		300	150

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	X	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After 3-1 Cleared	--	--	--	Filo's Starting Equipment

MYTHRIL CUTTER

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
20	10	60		750	375

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After 3-1 Cleared	Starter Manual (2-1: Common Metal + Common Metal + Yellow Gemstone)	--	2-3	--

DETONATOR

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
30	15	60		830	415

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.3 Cleared	Artificer's Handbook (3-1: Common Metal + Yellow Gemstone + Fire Shard)	T47	--	--

WAVEFRONT

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
40	20	40		2500	1250

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1/Effect:Pierce)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.5 Begins	Secondary Principles (4-1: Brilliant Ore + Brilliant Ore + Green Gemstone)	4-1	--	--

DISCHARGER

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
50	25	60		2900	1450

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.5 Begins	Arms Encyclopedia (4-5: Brilliant Ore + Viscous Fluid + Storm Shard)	--	--	--

PRESSURIZER

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
60	30	40		5300	2650

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1/Effect:Pierce)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Begins	Armament Almanac (6-1: Lustrous Metal + Lustrous Metal + Blue Gemstone)	T58	--	--

PYROGLIDE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
65	30	40		--	3000

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
+15	--	--	--	--	*	Attack (Damage:10/ Range:1/Effect:Leech)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Everburn Essentials (T56: Everburn + Lustrous Metal + Fire Shard)	--	--	--

DUSTER

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
70	35	60		3400	1700

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Begins	Connoisseur's Guide (7-2: Lustrous Metal + Viscous Fluid + Earth Shard)	7-1	--	--

RAINMAKER

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
80	40	60		9100	4550

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Cleared	Dragon's Devices (8-1: Glistening Shard + Aqueous Fluid + Water Shard)	8-1	--	--

DIVIDER

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	40		13000	6500

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1/Effect:Pierce)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Cleared	Tiger's Tactics (8-1: Durable Metal + Durable Metal + Aqueous Fluid)	--	--	--

ERUPTOR

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	60		--	8000

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Forged by Fire (T75: Ephemeral Ore + Glittering Dust + Inferno Crystal)	--	--	--

RESONATOR

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	40		--	7150

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Attack (Damage:10/ Range:1/Effect:Leech)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Forbidden Grimoire (T72: Ephemeral Ore + Grim Dust + Grim Dust)	--	--	--

VORTEX

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
100	50	40		--	--

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
+5	--	--	--	+15	X	Attack (Damage:10/ Range:1/Effect:Pierce)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	--	T67	--	--

LANCES

USED BY

SPEAR

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
20	10	60		400	200

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	X	Attack (Damage:10/ Range:1.5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After 3-1 Cleared	--	--	--	Llyud's Starting Equipment

STORM LANCE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
25	10	60		700	350

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1.5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After 3-1 Cleared	Starter Manual (2-1: Fine-grained Wood + Small Bone + Storm Shard)	--	2-3	--

MYTHRIL LANCE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
30	15	60		750	375

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1.5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.3 Cleared	Artificer's Handbook (3-1: Common Metal + Fine-grained Wood + Timeworn Carapace)	--	3-2	--

TRIDENT

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
40	20	60		1300	650

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1.5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.5 Begins	Primary Principles (3-5: Fragrant Wood + Timeworn Carapace + Water Shard)	4-1	--	--

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RED HALBERD

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
50	25	60		3400	1700

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1.5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.5 Begins	Arms Encyclopedia (4-5: Lustrous Metal + Solid Carapace + Fire Shard)	--	--	--

ICE LANCE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
60	30	20		3600	1800

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1.5/Effect:Stop)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Begins	Armament Almanac (6-1: Brilliant Ore + Blue Gemstone + Water Shard)	--	T58	--

PYROLANCE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
65	30	20		--	3000

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
+15	--	--	--	--	*	Attack (Damage:10/ Range:1.5/Effect:Stop)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Everburn Essentials (T56: Everburn + Smooth Wood + Fire Shard)	--	--	--

BLOOD LANCE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
80	40	40		11900	5950

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1.5/Effect: Leech)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Begins	Dragon's Devices (8-1: Massive Bone + Robust Carapace + Grim Dust)	6-5	--	--

HOLY LANCE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	60		13000	6500

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1.5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Cleared	Forbidden Grimoire (T72: Durable Metal + Glittering Dust + Glittering Dust)	--	--	--

LÚIN

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	40		--	6000

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Attack (Damage:10/ Range:1.5/Effect:Pierce)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Hammer of Lightning (T73: Precious Ore + Massive Bone + Empyrean Crystal)	--	--	--

BULUC CHABTAN

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	60		--	7150

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Attack (Damage:10/ Range:1.5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Anvil of Earth (T71: Sturdy Wood + Starched Twine + Terra Crystal)	--	--	--

GUNGNIR

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
100	50	40		--	--

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
+15	--	--	+5	--	X	Attack (Damage:10/ Range:1.5/Effect:Pierce)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	--	T79	--	--

GUNS

USED BY

RIGEL

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
70	35	36		6000	3000

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Guns (Damage:8/ Range:4.5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Begins	Connoisseur's Guide (7-2: Lustrous Metal + Blue Gemstone + Smooth Wood)	--	--	Balthier's Starting Equipment

ARCTURUS

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
80	40	36		13000	6500

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Guns (Damage:8/ Range:4.5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Cleared	Tiger's Tactics (8-1: Durable Metal + Red Gemstone + Sturdy Wood	8-2A	--	--

REGULUS

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	36		--	6600

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Guns (Damage:8/ Range:4.5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Anvil of Earth (T71: Precious Ore + Red Gemstone + Terra Crystal)	--	--	--

POLARIS

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	36		--	7800

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Guns (Damage:8/ Range:5.5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Forbidden Grimoire (T72: Ephemeral Ore + Starched Twine + Aqueous Fluid)	--	--	--

BOWS

USED BY

ELFIN BOW

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
80	40	60		5300	2650

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Bows (Damage:6/ Range:4)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Begins	Connoisseur's Guide (7-2: Smooth Wood + Solid Carapace + Braided Twine)	--	--	Fran's Starting Equipment

ARTEMIS BOW

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	60		13000	6500

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Bows (Damage:6/ Range:4)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Cleared	Dragon's Devices (8-1: Sturdy Wood + Robust Carapace + Starched Twine)	T66	--	--

RAIJOUDOU

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	60		--	6600

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Bows (Damage:6/ Range:5)

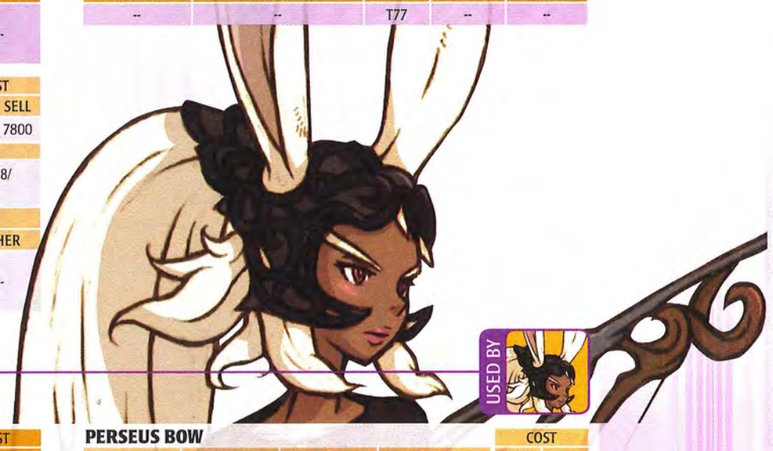
HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Hammer of Lightning (T73: Precious Ore + Starched Twine + Empyrean Crystal)	--	--	--

FORMALHAUT

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
100	50	36		--	--

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
+15	--	--	--	--	X	Guns (Damage:8/ Range:4.5)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	--	T77	--	--



PERSEUS BOW

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	20		--	6600

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Bows (Damage:6/ Range:4/Effect:Stop)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Tempered in Ice (T76: Sturdy Wood + Luxuriant Hide + Tide Crystal)	--	--	--

SAGITTARIUS

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
100	50	60		--	--

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	+10	--	+10	--	X	Bows (Damage:6/ Range:4)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	--	T70	--	--



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HAND BOMBS

USED BY

HORNITO

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
80	40	30		9600	4800

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Hand Bombs (Damage:20/ Range:5/Effect:Field)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Begins	Dragon's Devices (8-1: Volatile Compound + Volatile Compound + Volatile Compound)	--	--	Ashe's Starting Equipment

FUMAROLE

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
85	40	30		12000	6000

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Hand Bombs (Damage:20/Range:5/ Effect:Field, Blind)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Cleared	Tiger's Tactics (8-1: Aqueous Fluid + Volatile Compound + Glittering Dust)	8-4	--	--

TUMULUS

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	30		--	6600

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Hand Bombs (Damage:20/ Range:5/Effect:Field)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Forged by Fire (T75: Volatile Compound + Aqueous Fluid + Inferno Crystal)	--	--	--

CALDERA

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	30		--	5950

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Hand Bombs (Damage:20/ Range:5/Effect:Field)

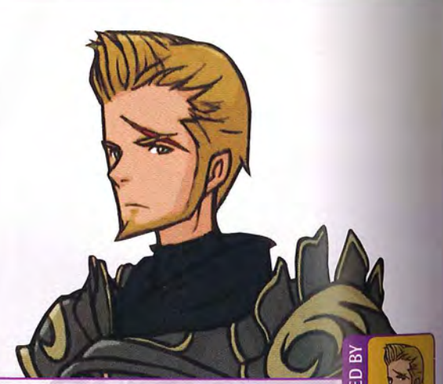
HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Forbidden Grimoire (T72: Volatile Compound + Red Gemstone + Glittering Dust)	--	--	--

VOLCANO

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
100	50	27		--	--

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
+10	+10	--	--	--	X	Hand Bombs (Damage:20/Range:5/ Effect:Wider Field)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	--	T74	--	--



TWO-HANDED SWORDS

USED BY

DEFENDER

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
80	40	60		13000	6500

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	+5	+5	--	0	Attack (Damage:10/ Range:1)

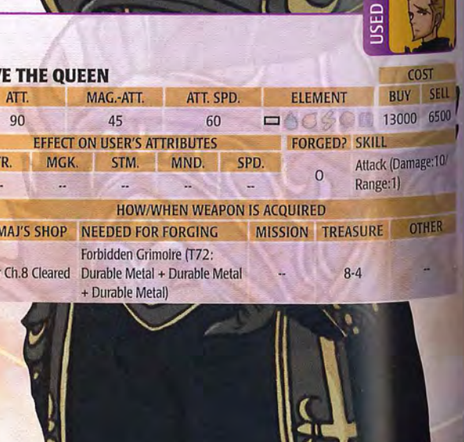
HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Begins	Tiger's Tactics (8-1: Durable Metal + Robust Carapace + Robust Carapace)	--	--	Basch's Starting Equipment

SAVE THE QUEEN

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	60		13000	6500

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	0	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
After Ch.8 Cleared	Forbidden Grimoire (T72: Durable Metal + Durable Metal + Durable Metal)	--	8-4	--



TYRFING

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	30		--	7250

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Attack (Damage:30/ Range:1/Effect: Consumes User's HP)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Hammer of Lightning (T73: Ephemeral Ore + Luxuriant Hide + Empyrean Crystal)	--	--	--

GALATYN

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
90	45	60		--	7800

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	*	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	Tempered in Ice (T76: Rare Gemstone + Glistening Shard + Tide Crystal)	--	--	--

CHAINSAWS

USED BY

BA'GANGSAW

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
30	15	60		--	--

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
--	--	--	--	--	X	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	--	--	--	Ba'Gamnan's Starting Equipment

EXCALIBUR

ATT.	MAG.-ATT.	ATT. SPD.	ELEMENT	COST BUY	COST SELL
100	50	60		--	--

EFFECT ON USER'S ATTRIBUTES					FORGED?	SKILL
STR.	MGK.	STM.	MND.	SPD.		
+10	--	+10	--	--	X	Attack (Damage:10/ Range:1)

HOW/WHEN WEAPON IS ACQUIRED				
TOMAJ'S SHOP	NEEDED FOR FORGING	MISSION	TREASURE	OTHER
--	--	T79	--	--



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Items and Materials

ARMOR

Armor provides your leaders with protection from both physical and magick attacks. Over the course of the game, each leader accumulates his/her own unique selection of armor types in inventory. Like weapons, you can switch or upgrade armor to match the needs of upcoming missions. Unlike weapons, however, you cannot craft armor in the Sky Saloon's Forge. You can find armor in treasure chests, earn it by completing certain missions or hunts, or purchase it at Tomaj's shop.

The following tables provide all significant stats and attribute-boosters for each type of armor in the game. Each table also provides the following info:

- **Resistance modifier:** If the armor is resistant to a particular element, the multiplier listed calculates how much the armor reduces the attack damage inflicted by weapons or magicks imbued with that element.
- **Weakness modifier:** If the armor is weak versus a particular element, the multiplier listed calculates the increase in the attack damage inflicted by weapons or magicks imbued with that element.
- **"How/When Armor Is Acquired"** describes where, when, and how each armor item can be acquired. "Tomaj's Shop" indicates when the armor can be purchased at Tomaj's shop. "Mission" indicates in which missions the armor will appear as a mission reward. "Treasure" indicates in which missions the armor can be found in a treasure chest.
- **"Cost"** refers to what the armor costs if you buy or sell it at Tomaj's shop. (Note that if you meet certain conditions during the game, Tomaj lowers his asking price 5 or even 10 percent.)

CHESTPLATES

USED BY

BRONZE CHESTPLATE

DEF.	MAGK. DEF.
9	6

ELEMENT	
WEAK.	RES.

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	--	--

COST	
BUY	SELL
400	200

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After 3-1 Cleared	--	--	Vaan's Starting Equipment

KENPOGI

DEF.	MAGK. DEF.
18	12

ELEMENT	
WEAK.	RES.

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	--	--

COST	
BUY	SELL
800	400

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After 3-1 Cleared	2-3	--	--

SILVER CHESTPLATE

DEF.	MAGK. DEF.
27	18

ELEMENT	
WEAK.	RES.
⚡ (x1.1)	

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	+10	--	--	+5

COST	
BUY	SELL
1600	800

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.3 Cleared	3-2	--	--

RUBY CHESTPLATE

DEF.	MAGK. DEF.
36	24

ELEMENT	
WEAK.	RES.
	(x0.9)

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	--	--

COST	
BUY	SELL
3200	1600

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.3 Cleared	--	--	--

JUJITSU GI

DEF.	MAGK. DEF.
45	30

ELEMENT	
WEAK.	RES.

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	+10	--

COST	
BUY	SELL
5800	2900

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.5 Begins	--	--	--

BLACK GARB

DEF.	MAGK. DEF.
54	36

ELEMENT	
WEAK.	RES.

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
+10	--	--	--	--

COST	
BUY	SELL
7600	3800

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	--	6-4	--

POWER VEST

DEF.	MAGK. DEF.
63	42

ELEMENT	
WEAK.	RES.
	⚡ (x0.75)

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	--	--

COST	
BUY	SELL
12000	6000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	--	7-2	--

NINJA GEAR

DEF.	MAGK. DEF.
72	48

ELEMENT	
WEAK.	RES.

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	--	+10

COST	
BUY	SELL
16000	8000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	T64	--	--

DIAMOND CHESTPLATE

DEF.	MAGK. DEF.
81	54

ELEMENT	
WEAK.	RES.

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	+15	--	--	--

COST	
BUY	SELL
24000	12000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	--	--	--

GIGAS CHESTPLATE

DEF.	MAGK. DEF.
90	60

ELEMENT	
WEAK.	RES.

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
+10	--	--	--	+15

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	--	T78	--

COSTUMES

USED BY

DANCER'S GARB

DEF.	MAGK. DEF.
6	9

ELEMENT	
WEAK.	RES.

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	--	--

COST	
BUY	SELL
400	200

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After 3-1 Cleared	--	--	Penelo's Starting Equipment

KILIMWEAVE SHIRT

DEF.	MAGK. DEF.
12	18

ELEMENT	
WEAK.	RES.

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	--	--

COST	
BUY	SELL
800	400

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After 3-1 Cleared	2-3	--	--

RAINCLOUD RAIMENT

DEF.	MAGK. DEF.
18	27

ELEMENT	
WEAK.	RES.
	(x0.75)

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	--	--

COST	
BUY	SELL
1600	800

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.3 Cleared	T46	--	--

BARD'S TUNIC

DEF.	MAGK. DEF.
24	36

ELEMENT	
WEAK.	RES.

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	+5	--

COST	
BUY	SELL
3200	1600

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.3 Cleared	--	--	--

TRAVELER'S VESTMENT

DEF.	MAGK. DEF.
30	45

ELEMENT	
WEAK.	RES.
	(x0.75)

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	--	--

COST	
BUY	SELL
5800	2900

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.5 Begins	--	--	--

STORM GEAR

DEF.	MAGK. DEF.
36	54

ELEMENT	
WEAK.	RES.
	⚡ (x0.75)

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	--	--

COST	
BUY	SELL
7600	3800

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	--	T54	--

MADUIN GEAR

DEF.	MAGK. DEF.
42	63

ELEMENT	
WEAK.	RES.

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	+10	--	--	--

COST	
BUY	SELL
12000	6000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	7-1	--	--

CRIMSON GEAR

DEF.	MAGK. DEF.
48	72

ELEMENT	
WEAK.	RES.
	(x0.75)

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	--	--

COST	
BUY	SELL
16000	8000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	--	T64	--

GAIA GEAR

DEF.	MAGK. DEF.
54	81

ELEMENT	
WEAK.	RES.
	(x0.75)

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	+10	--	--

COST	
BUY	SELL
24000	12000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	--	--	--

DANCING QUEEN

DEF.	MAGK. DEF.
60	90

ELEMENT	
WEAK.	RES.

EFFECT ON USER'S ATTRIBUTES				
STR.	MGK.	STM.	MND.	SPD.
--	--	--	+15	+10

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	--	T68	--

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ROBES

USED BY

COTTON ROBES

DEF.	MAGK. DEF.
5	10

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	--

COST	
BUY	SELL
400	200

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After 3-1 Cleared	--	--	Kytes's Starting Equipment

SILK ROBES

DEF.	MAGK. DEF.
10	20

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	--

COST	
BUY	SELL
800	400

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After 3-1 Cleared	2-2	--	--

MAGE'S ROBES

DEF.	MAGK. DEF.
15	30

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	+5	--	--	--

COST	
BUY	SELL
1600	800

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.3 Cleared	--	T48	--

HERMIT'S ROBES

DEF.	MAGK. DEF.
20	40

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
(x1.2)	(x0.75)	--	--	--	+5	--

COST	
BUY	SELL
3200	1600

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.3 Cleared	--	--	--

DRUID'S ROBES

DEF.	MAGK. DEF.
25	50

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
(x1.2)	(x0.75)	--	+5	--	--	--

COST	
BUY	SELL
5800	2900

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.5 Begins	--	--	--

SHAMAN'S ROBES

DEF.	MAGK. DEF.
30	60

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
(x1.2)	(x0.75)	--	--	--	+10	--

COST	
BUY	SELL
7600	3800

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	--	T55	--

WIZARD'S ROBES

DEF.	MAGK. DEF.
35	70

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
(x1.2)	(x0.75)	--	+10	--	--	--

COST	
BUY	SELL
12000	6000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	7-1	--	--

WHITE ROBES

DEF.	MAGK. DEF.
40	85

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	+15	--

COST	
BUY	SELL
24000	12000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	--	--	--

BLACK ROBES

DEF.	MAGK. DEF.
40	85

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	+15	--	--	--

COST	
BUY	SELL
24000	12000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	--	--	--

LORDLY ROBES

DEF.	MAGK. DEF.
50	100

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		+5	+5	+5	+5	+5

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	--	T79	--

VESTS

USED BY

ROSE GILET

DEF.	MAGK. DEF.
7	7

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	--

COST	
BUY	SELL
400	200

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After 3-1 Cleared	--	--	Filo's Starting Equipment

PRISMATIC VEST

DEF.	MAGK. DEF.
45	45

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
	(x0.75)	--	--	--	--	--

COST	
BUY	SELL
7600	3800

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	6-1	--	--

MYTHRIL VEST

DEF.	MAGK. DEF.
15	15

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	--

COST	
BUY	SELL
800	400

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After 3-1 Cleared	2-1	--	--

OCHRE GILET

DEF.	MAGK. DEF.
22	22

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	+5

COST	
BUY	SELL
1600	800

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.3 Cleared	3-2	--	--

SURVIVAL VEST

DEF.	MAGK. DEF.
30	30

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
	(x0.75)	--	--	+5	--	--

COST	
BUY	SELL
3200	1600

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.3 Cleared	--	--	--

SHEER DOUBLET

DEF.	MAGK. DEF.
37	37

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	--

COST	
BUY	SELL
5800	2900

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.5 Begins	--	--	--

VIOLET GILET

DEF.	MAGK. DEF.
52	52

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	+10

COST	
BUY	SELL
12000	6000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	7-2	--	--

ADAMANT VEST

DEF.	MAGK. DEF.
60	60

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
(x1.25)	(x0.5)	--	--	+15	--	--

COST	
BUY	SELL
16000	8000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	8-3	--	--

AZURE GILET

DEF.	MAGK. DEF.
67	67

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	+15

COST	
BUY	SELL
24000	12000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	--	--	--

MIRAGE VEST

DEF.	MAGK. DEF.
75	75

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
(x1.25)	(x0.5)	+10	--	+10	--	+10

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	--	T78	--

PENDANTS

USED BY

AMULET OF WARDING

DEF.	MAGK. DEF.
12	18

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	--

COST	
BUY	SELL
800	400

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After 3-1 Cleared	--	--	Llyud's Starting Equipment

MEDALLION OF WATER

DEF.	MAGK. DEF.
18	27

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
	(x0.75)	--	--	--	--	--

COST	
BUY	SELL
1600	800

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.3 Cleared	--	T49	--

STEEL GORGET

DEF.	MAGK. DEF.
24	36

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	+5	--	--

COST	
BUY	SELL
3200	1600

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.3 Cleared	--	--	--

MEDALLION OF EARTH

DEF.	MAGK. DEF.
30	45

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
	(x0.75)	--	--	--	--	--

COST	
BUY	SELL
5800	2900

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.5 Begins	--	--	--

OSSEOUS TORQUE

DEF.	MAGK. DEF.
36	54

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	+10	--	--

COST	
BUY	SELL
7600	3800

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	--	T62	--

MEDALLION OF FIRE

DEF.	MAGK. DEF.
42	63

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
	(x0.75)	--	--	--	--	--

COST	
BUY	SELL
12000	6000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	--	7-1	--

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SKY AMULET

DEF.	MAGK. DEF.
48	72

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	+10	--	+10	--

COST	
BUY	SELL
16000	8000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	--	T63	--

GAIA AMULET

DEF.	MAGK. DEF.
60	90

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
(x1.25)	(x0.5)	+10	+10	--	+10	--

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	--	T81	--

GUARDIAN'S TORQUE

DEF.	MAGK. DEF.
54	81

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	+15	--	--

COST	
BUY	SELL
24000	12000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	--	--	--

LIGHT-ARMOR

USED BY

METAL JERKIN

DEF.	MAGK. DEF.
63	42

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	--

COST	
BUY	SELL
12000	6000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	--	--	Balthier's Starting Equipment

SILK COAT

DEF.	MAGK. DEF.
72	48

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
(x1.2)		+10	--	+10	--	+10

COST	
BUY	SELL
16000	8000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	--	8-2B	--

CORSAIR'S FROCK

DEF.	MAGK. DEF.
81	54

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
(x1.2)	(x0.5)	--	--	+15	--	--

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	T77	--	--

BRAVE SUIT

DEF.	MAGK. DEF.
90	60

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		+15	--	--	--	+10

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	--	T67	--

BODY-SUITS

USED BY

BLACK BOLERO

DEF.	MAGK. DEF.
52	52

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	--

COST	
BUY	SELL
12000	6000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	--	--	Fran's Starting Equipment

RUBBER SUIT

DEF.	MAGK. DEF.
60	60

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
	(x0.75)	--	--	--	--	--

COST	
BUY	SELL
16000	8000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	--	8-4	--

MINERVA BUSTIER

DEF.	MAGK. DEF.
67	67

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	+15	--

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	--	9-4	--

BATTLE SUIT

DEF.	MAGK. DEF.
75	75

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		+10	+10	--	--	+10

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	--	T68	--

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CLOTHES

USED BY

SAMITE COAT

DEF.	MAGK. DEF.
40	80

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	--

COST	
BUY	SELL
12000	6000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	--	--	Ashe's Starting Equipment

CARMAGNOLE

DEF.	MAGK. DEF.
60	60

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	+10	--	--	--

COST	
BUY	SELL
16000	8000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	8-4	--	--

CLERIC'S ROBES

DEF.	MAGK. DEF.
45	90

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	+10	+5	--

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	T77	--	--

GLIMMERING ROBES

DEF.	MAGK. DEF.
50	100

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
(x1.25)	(x0.5)	--	+15	--	--	+10

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	--	T77	--

BODY-ARMOR

USED BY

JUDICER'S PLATE

DEF.	MAGK. DEF.
80	40

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	--

COST	
BUY	SELL
12000	6000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Begins	--	--	Basch's Starting Equipment

ARMATURA

DEF.	MAGK. DEF.
70	60

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	+5	+5	--

COST	
BUY	SELL
16000	8000

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
After Ch.8 Cleared	--	--	--

CARABINEER MAIL

DEF.	MAGK. DEF.
90	45

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	+5	--	+10

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	--	9-2	--

MAXIMILLIAN

DEF.	MAGK. DEF.
100	50

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
(x1.25)	(x0.5)	+15	--	+10	--	--

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	--	T74	--

HEAVY-ARMOR

USED BY

BA'GAMAIL

DEF.	MAGK. DEF.
30	15

ELEMENT		EFFECT ON USER'S ATTRIBUTES				
WEAK.	RES.	STR.	MGK.	STM.	MND.	SPD.
		--	--	--	--	--

COST	
BUY	SELL
--	--

HOW ARMOR IS ACQUIRED			
SHOP	TREASURE	MISSION	OTHER
--	--	--	Ba'Gamnan's Starting Equipment

Items and Materials

ACCESSORIES

During the game your party may find, earn, or purchase special accessory items that boost attributes or bestow special powers and abilities. When you equip one of these accessories on a leader, the enhancement may apply to that leader alone or to his/her entire group. Read the following for more detailed information about the content in the tables.

- "Support Ability/Effect" simply refers to the name of the support ability granted by the accessory and that ability's effect.
- "Cost" lists what the accessory costs if you buy or sell it at Tomaj's shop. (Note that if you meet certain conditions during the game, Tomaj will lower his asking price 5 or even 10 percent.)
- "How/When Accessory Is Acquired" describes where, when, and how each accessory can be acquired. "Shop" indicates when the accessory can be purchased at Tomaj's shop. "Mission" indicates in which missions the accessory will appear as a mission reward. (A "T" prior to a mission number refers to one of Tomaj's hunts.)

BOOTS

NAME	SUPPORT ABILITY	EFFECT	COST		HOW/WHEN ACC. IS ACQUIRED		OTHER
			BUY	SELL	SHOP	MISSION	
Wayfarer's Boots	--	--	--	50	--	--	Vaan's Starting Equipment
Sprint Shoes	Swiftness	Increases group's movement speed by 1.2x	800	400	After 3-1 Cleared	2-1	--
Battle Boots	Pain Chain	Gives user a 10% chance to deal an extra attack with each hit	1600	800	After Ch.3 Cleared	3-4	--
Winged Boots	Resist Immobilize	Grants group immunity to Immobilize	1600	800	After 3-1 Cleared	--	--
Germinas Boots	Mistify	Increases rate of Mist Charge accumulation by 1.2x	5800	2900	After Ch.5 Begins	--	--
Rogue's Boots	Pirate's Monograph	Increases effect time of Steal abilities by 1.25x	--	--	--	7-4	--

BRACELETS

NAME	SUPPORT ABILITY	EFFECT	COST		HOW/WHEN ACC. IS ACQUIRED		OTHER
			BUY	SELL	SHOP	MISSION	
Wayfarer's Bracelet	--	--	--	50	--	--	Penelo's Starting Equipment
Argyle Armlet	Clairvoyance	Increases group's Mind by 1.1x	800	400	After 3-1 Cleared	2-4	--
Corsage Bracelet	Resist Silence	Grants group immunity to Silence	1600	800	After 3-1 Cleared	--	--
Protective Armlet	Auto-Regen	Gives Regen (1% of max HP every 5 seconds) to group	3200	1600	After Ch.5 Begins	4-4	--
Healing Armlet	Healing Step	Increases power of group's healing skills by 1.2x	7600	3800	After Ch.8 Begins	T57	--
Rune Armlet	Dancer's Monograph	Increases effect time of Dance abilities by 1.25x	--	--	--	T73	--

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POUCHES

NAME	SUPPORT ABILITY	EFFECT	COST		HOW/WHEN ACC. IS ACQUIRED		OTHER
			BUY	SELL	SHOP	MISSION	
Apprentice's Pouch	--	--	--	50	--	--	Kytes's Starting Equipment
Hunter's Pouch	Intelligence	Increases group's Magick by 1.1x	400	200	After 3-1 Cleared	2-2	--
Traveler's Pouch	Resist Poison	Grants group immunity to Poison	800	400	After 3-1 Cleared	--	--
Goblin Pouch	Treasure Hunter	Awards 1 extra material at the end of battles in which Kytes is deployed	1600	800	After Ch.3 Cleared	T52	--
Faerie Pouch	Tonguetwister	Increases Wait Gauge accumulation for magick by 1.2x	3200	1600	After Ch.5 Begins	--	--
Wizard's Satchel	Mage's Monograph	Increases Magick damage by 1.2x, but decreases Wait Gauge accumulation by 0.9x	--	--	--	T72	--

EARRINGS

NAME	SUPPORT ABILITY	EFFECT	COST		HOW/WHEN ACC. IS ACQUIRED		OTHER
			BUY	SELL	SHOP	MISSION	
Pirate's Earring	--	--	--	50	--	--	Filo's Starting Equipment
Silver Earrings	Rejuvenate	Increases group's Speed by 1.1x	800	400	After 3-1 Cleared	2-3	--
Gold Earrings	Resist Stop	Grants group immunity to Stop	1600	800	After 3-1 Cleared	--	--
Terra Earrings	Materialism	Increases scavenging speed by 1.25x	3200	1600	After Ch.5 Begins	T53	--
Moon Earrings	Havoc	Increases rate of AP accumulation by 1.2x	7600	3800	After Ch.8 Begins	6-5	--
Sun Earrings	Aviator's Monograph	Increases effect time of status effects caused by Trap skills	--	--	--	T71	--

GLOVES

NAME	SUPPORT ABILITY	EFFECT	COST		HOW/WHEN ACC. IS ACQUIRED		OTHER
			BUY	SELL	SHOP	MISSION	
Prayer Bangle	--	--	--	50	--	--	Llyud's Starting Equipment
Gauntlets	Valor	Increases group's Strength by 1.1x	800	400	After 3-1 Cleared	--	--
Mythril Gloves	Resist Confuse	Grants group immunity to Confuse	1600	800	After 3-1 Cleared	--	--
Winged Gloves	Auto-Float	Gives Float to the group	5800	2900	After Ch.5 Begins	--	--
Blazer Gloves	Attunement	Increases Affinity by 1.41x	7600	3800	After Ch.8 Begins	6-2	--
Dragon Bracers	Dragoon's Monograph	Drains 1.25x HP when using Lancet skill	--	--	--	9-1	--

Items and Materials

RINGS

USED BY

NAME	SUPPORT ABILITY	EFFECT	COST		HOW/WHEN ACC. IS ACQUIRED		OTHER
			BUY	SELL	SHOP	MISSION	
Golden Ring	Headhunter	Increases gil gained during battle by 1.25x	12000	6000	After Ch.8 Begins	--	Balthier's Starting Equipment
Emerald Ring	Resist Blind	Grants group immunity to Blind	16000	8000	After Ch.8 Begins	--	--
Sapphire Ring	Rapid Fire	Increases Wait Gauge accumulation for skills by 1.2x	24000	12000	After Ch.8 Cleared	--	--
Garnet Ring	Aspect Blitz	Increases Quickening damage by 1.2x	--	--	--	T76	--
Diamond Ring	Marksman's Monograph	Increases attack range by 1.2x	--	--	--	T70	--

MASKS

USED BY

NAME	SUPPORT ABILITY	EFFECT	COST		HOW/WHEN ACC. IS ACQUIRED		OTHER
			BUY	SELL	SHOP	MISSION	
Goggle Mask	Steady Grip	Increases damage of group's range 3+ attacks by 1.1x	12000	6000	After Ch.8 Begins	--	Fran's Starting Equipment
Lamia's Tiara	Resist Sleep	Grants group immunity to Sleep	16000	8000	After Ch.8 Begins	--	--
Crown of Laurels	Attrition	Increases amount of HP restored when foraging	24000	12000	After Ch.8 Cleared	--	--
Black Mask	Pinpoint	Increases effect time of Fletch abilities by 1.5x	--	--	--	8-2C	--
Dueling Mask	Hunter's Monograph	Increases hits from Barrage ability by 5	--	--	--	T69	--

NECKLACES

USED BY

NAME	SUPPORT ABILITY	EFFECT	COST		HOW/WHEN ACC. IS ACQUIRED		OTHER
			BUY	SELL	SHOP	MISSION	
Golden Amulet	Whistlewind	Reduces summoning time for creatures in group by 1.2x	16000	8000	After Ch.8 Begins	--	Ashe's Starting Equipment
Embroidered Tippet	Knowledge to Power	Increases total EXP gained during battle by 1.2x	--	8000	--	8-2A	--
Jade Collar	Full Protection	Increases group's Stamina and Mind by 1.2x when leader's HP is full.	24000	12000	After Ch.8 Cleared	--	--
Noble's Collar	Full Force	Increases group's Strength and Magick by 1.2x when leader's HP is full	24000	12000	After Ch.8 Cleared	--	--
Ribbon	Monarch's Monograph	Grants group immunity to all status effects except KO	--	--	--	T79	--

HELMETS

USED BY

NAME	SUPPORT ABILITY	EFFECT	COST		HOW/WHEN ACC. IS ACQUIRED		OTHER
			BUY	SELL	SHOP	MISSION	
Judicer's Helm	Lifeshield	Increases group's max HP by 1.2x	16000	8000	After Ch.8 Begins	--	Basch's Starting Equipment
Winged Helm	Resist Slow	Grants group immunity to Slow	--	8000	--	8-2B	--
Atlas Helm	Gallantry	Increases group's Stamina and Mind by 1.3x when leader's HP falls below 25%	24000	12000	After Ch.8 Cleared	--	--
Dragon Helm	Chivalry	Increases group's Strength and Magick by 1.3x when leader's HP falls below 25%	24000	12000	After Ch.8 Cleared	--	--
Grand Helm	Hero's Monograph	--	--	--	9-4	--	

SHIELDS

USED BY

NAME	SUPPORT ABILITY	EFFECT	COST		HOW/WHEN ACC. IS ACQUIRED		OTHER
			BUY	SELL	SHOP	MISSION	
Ba'Gabuckler	Will of Steel	Increases group's Stamina by 1.1x	--	--	--	--	Ba'Gamnan's Starting Equipment



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MATERIALS

The worlds of Ivalice and the Sky Continent Lemurés are rich with raw materials that you can scavenge. Once you acquire these valuable resources, you can either sell them to Tomaj or provide them to Cu Sith, the Master Artificer as ingredients for crafting weapons at his Forge in the airship's Sky Saloon. This section provides all of the significant stats on all of the materials available in the game. It also lists the following info:

- **Used In:** The recipes for which the material type is required.
- **Name:** The name of the individual material.
- **Grade:** The material's grade (High, Medium, Low). This affects the parameters of the weapons made with it.
- **Cost:** The purchase and sale values for the material. A double-dash in the Buy column indicates that the item cannot be purchased, while a double-dash in the Sell column means that the item cannot be sold or discarded.
- **Acquire:** Ways in which the material can be acquired.
- **Material Shop:** Indicates during what time period the material can be purchased at the Material Shop aboard the airship in the Sky Saloon. You must occasionally acquire a certain number of materials during missions before they will appear in the shop.
- **Mission:** Indicates what missions this material will appear in as a reward for completion. The percentage indicates the chance that you will acquire this item. A star next to the percentage indicates that this will only be acquired as a mission reward if Kytes is deployed while equipped with the Goblin Pouch.
- **Treasure:** Indicates during what missions the material can be found in a treasure chest.
- **Node:** Gives the name of the type of Material Node in which this material can be found. The mission number indicates missions in which this material can be found in this kind of Material Node. The percentage indicates the percent chance that you will find that material with each scavenge attempt.

("T" refers to Tomaj's hunts; MB refers to Melee Battle; MD refers to the corresponding floor of the Midlight's Deep dungeon)

The Goblin Pouch

If you deploy Kytes equipped with his Goblin Pouch accessory, he automatically nabs one extra material when the mission is cleared. The material's value varies depending on the mission, but it's usually worth it so equip the Goblin Pouch when trying to collect materials.

COMMON METAL

Used In: Runeblade, Red Halberd, Pressurizer, Blood Sword, Rigel, Duster, Pyroglide

		COST		WHEN/WHERE MATERIAL IS ACQUIRED			
NAME	GRADE	BUY	SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Mythril Shards	Low	300	150	After Ch.3 Cleared (initial shop roster)	--	MD6	Solid Stone: 67% (2-2; T50; MB02; MB05)
Mythril Nugget	Medium	450	225	After Ch.5 Cleared (100+ Materials collected)	T47: *75%; MB05: *75%	--	Solid Stone: 22% (2-2; T50; MB02; MB05)
Mythril Ore	High	600	300	After Ch.5 Cleared (100+ Materials collected)	T47: *25%; MB05: *25%	4-1	Solid Stone: 11% (2-2; T50; MB02; MB05)

LUSTROUS METAL

Used In: Runeblade, Red Halberd, Pressurizer, Blood Sword, Rigel, Duster, Pyroglide

		COST		WHEN/WHERE MATERIAL IS ACQUIRED			
NAME	GRADE	BUY	SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Orichalcum Grains	Low	1500	750	After Ch.5 Cleared	--	--	Solid Stone: 67% (4-3; 5-2; T51; T55; MB15; MB22; MB24)
Orichalcum Nugget	Medium	2250	1125	After Ch.8 Begins (500+ Materials collected)	4-3: *75%; 6-5: *75%; MB15: *75%	--	Solid Stone: 22% (4-3; 5-2; T51; T55; MB15; MB22; MB24)
Orichalcum Ore	High	3000	1500	After Ch.8 Begins (500+ Materials collected)	4-3: *25%; 6-5: *25%; MB15: *25%	--	Solid Stone: 11% (4-3; 5-2; T51; T55; MB15; MB22; MB24)

DURABLE METAL

Used In: Arcturus, Divider, Defender, Laevateinn, Holy Lance, Save the Queen

		COST		WHEN/WHERE MATERIAL IS ACQUIRED			
NAME	GRADE	BUY	SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Adamant Grains	Low	4320	2160	After Ch.8 Begins	--	--	Solid Stone: 67% (7-1; T76; MB31)
Adamant Nugget	Medium	--	3240	--	8-4: *75% MB31: *75%	--	Solid Stone: 22% (7-1; T76; MB31)
Adamant Ore	High	--	4320	--	8-4: *25% MB31: *25%	--	Solid Stone: 11% (7-1; T76; MB31)

BRILLIANT ORE

Used In: Flametongue, Icebrand, Wavefront, Discharger, Silver Staff, Ice Lance

		COST		WHEN/WHERE MATERIAL IS ACQUIRED			
NAME	GRADE	BUY	SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Pink Silver	Low	930	465	After Ch.3 Cleared (initial shop roster)	--	--	Solid Stone: 67% (T52; T62; MB07; MB11; MB16)
White Silver	Medium	1395	697	After Ch.5 Cleared (100+ Materials collected)	MB07: *75%	--	Solid Stone: 22% (T52; T62; MB07; MB11; MB16)
Pure Silver	High	1860	930	After Ch.5 Cleared (100+ Materials collected)	T50: 100%; MB07: *25%	4-1	Solid Stone: 11% (T52; T62; MB07; MB11; MB16)

PRECIOUS ORE

Used In: Golden Staff, Rudra Talwar, Raijoudou, Lúin, Regulus, Terra Wand

		COST		WHEN/WHERE MATERIAL IS ACQUIRED			
NAME	GRADE	BUY	SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Pink Gold	Low	3180	1590	After Ch.8 Begins	--	--	Solid Stone: 67% (T60; T65; T71; MB21; MB23; MB25)
White Gold	Medium	--	2385	--	8-1: *75%; T60: *75%; T64: *75%	--	Solid Stone: 22% (T60; T65; T71; MB21; MB23; MB25)
Pure Gold	High	--	3180	--	8-1: *25%; T60: *25%; T64: *25%	--	Solid Stone: 11% (T60; T65; T71; MB21; MB23; MB25)

EPHEMERAL ORE

Used In: Eruptor, Tyrfing, Polaris, Resonator

		COST		WHEN/WHERE MATERIAL IS ACQUIRED			
NAME	GRADE	BUY	SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Damascus Steel	Low	--	2815	--	--	--	Solid Stone: 67% (T65)
Scarletite	Medium	--	4222	--	--	--	Solid Stone: 22% (T65)
Zodiac Ore	High	--	5630	--	MB32: *10%; MD10: 75%	MD6	Solid Stone: 11% (T65)

EVERBURN

Used In: Pyroblade, Pyroscepter, Pyrowand, Pyroglide, Pyrolance

		COST		WHEN/WHERE MATERIAL IS ACQUIRED			
NAME	GRADE	BUY	SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Everburn	High	--	1500	--	T56: *100%; FB32: 100%	--	Everburn: 100% (T56)

YELLOW GEMSTONE

Used In: Cherry Staff, Mythril Cutter, Mythril Staff, Detonator

		COST		WHEN/WHERE MATERIAL IS ACQUIRED			
NAME	GRADE	BUY	SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Tiger-eye	Low	150	75	After Ch.3 Cleared (initial shop roster)	--	MD6	Sparkling Stone: 67% (2-2; MB02)
Beryl	Medium	225	112	After Ch.5 Cleared (100+ Materials collected)	MB02: *75%	--	Sparkling Stone: 22% (2-2; MB02)
Topaz	High	300	150	After Ch.5 Cleared (100+ Materials collected)	MB02: *25%	--	Sparkling Stone: 11% (2-2; MB02)

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GREEN GEMSTONE

Used In: Vesper Pole, Wavefront, Runeblade

NAME	GRADE	COST BUY	COST SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Peridot	Low	570	285	After Ch.3 Cleared (initial shop roster)	--	--	Sparkling Stone: 67% (T52; MB07; MB18)
Malachite	Medium	855	427	After Ch.5 Cleared (100+ Materials collected)	T52: *75%	--	Sparkling Stone: 22% (T52; MB07; MB18)
Emerald	High	1140	570	After Ch.5 Cleared (100+ Materials collected)	T52: *25%	4-1	Sparkling Stone: 11% (T52; MB07; MB18)

BLUE GEMSTONE

Used In: Silver Staff, Rime Wand, Pressurizer, Ice Lance, Rigel

NAME	GRADE	COST BUY	COST SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Lapis Lazuli	Low	2250	1125	After Ch.5 Cleared	--	--	Sparkling Stone: 67% (5-2; 6-1; T54; T62; MB20; MB22)
Aquamarine	Medium	3375	1687	After Ch.8 Begins (500+ Materials collected)	T54: *75%; T62: *75%	--	Sparkling Stone: 22% (5-2; 6-1; T54; T62; MB20; MB22)
Sapphire	High	4500	2250	After Ch.8 Begins (500+ Materials collected)	T54: *25%; T62: *25%	6-3	Sparkling Stone: 11% (5-2; 6-1; T54; T62; MB20; MB22)

RED GEMSTONE

Used In: Golden Staff, Arcturus, Regulus, Nirvana, Caldera

NAME	GRADE	COST BUY	COST SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Garnet	Low	4320	2160	After Ch.8 Begins	--	--	Sparkling Stone: 67% (7-1; T71; MB25)
Spinel	Medium	--	3240	--	7-1: *75%; T71: *75%	--	Sparkling Stone: 22% (7-1; T71; MB25)
Ruby	High	--	4320	--	7-1: *25%; T71: *25%	--	Sparkling Stone: 11% (7-1; T71; MB25)

GLISTENING SHARD

Used In: Rainmaker, Coral Blade, Whale Whisker, Galatyn

NAME	GRADE	COST BUY	COST SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Coral Fragment	Low	4320	2160	After Ch.8 Begins	--	--	Sparkling Stone: 67% (T58; T77; MB18)
Coral Branch	Medium	--	3240	--	T58: *75%; T77: *75%; MB18: *75%	--	Sparkling Stone: 22% (T58; T77; MB18)
Pearl	High	--	4320	--	T58: *25%; T77: *25%; MB18: *25%	--	Sparkling Stone: 11% (T58; T77; MB18)

RARE GEMSTONE

Used In: Galatyn, Zeus Mace, Nirvana

NAME	GRADE	COST BUY	COST SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Moonstone	Low	--	2815	--	--	--	Sparkling Stone: 67% (T72)
Opal	Medium	--	4222	--	T65: *75%; T72: *75%	--	Sparkling Stone: 22% (T72)
Diamond	High	--	5630	--	T65: *25%; T72: *25%; MB32(*10%); MD10: 25%	MD6	Sparkling Stone: 11% (T72)

FINE-GRAINED WOOD

Used In: Cherry Staff, Gaia Rod, Storm Lance, Rod of Lightning, Mythril Lance

NAME	GRADE	COST BUY	COST SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Cherrywood Chips	Low	150	75	After Ch.3 Cleared (initial shop roster)	--	--	Virgin Timber: 67% (2-1; MB01)
Cherrywood Stick	Medium	225	112	After Ch.5 Cleared (100+ Materials collected)	T46: *75%	--	Virgin Timber: 22% (2-1; MB01)
Cherrywood Log	High	300	150	After Ch.5 Cleared (100+ Materials collected)	T46: *25%	--	Virgin Timber: 11% (2-1; MB01)

FRAGRANT WOOD

Used In: Vesper Pole, Storm Wand, Trident

NAME	GRADE	COST BUY	COST SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Maplewood Chips	Low	570	285	After Ch.3 Cleared (initial shop roster)	--	--	Virgin Timber: 67% (3-5; T51; MB10)
Maplewood Stick	Medium	855	427	After Ch.5 Cleared (100+ Materials collected)	T51: *75%; MB10: *75%	--	Virgin Timber: 22% (3-5; T51; MB10)
Maplewood Log	High	1140	570	After Ch.5 Cleared (100+ Materials collected)	T50: 100%; T51: *25%; MB10: *25%	4-1	Virgin Timber: 11% (3-5; T51; MB10)

SMOOTH WOOD

Used In: Rime Wand, Rigel, Elfin Bow, Pyroscepter, Pyrolance

NAME	GRADE	COST BUY	COST SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Cedarwood Chips	Low	2250	1125	After Ch.5 Cleared	--	--	Virgin Timber: 67% (5-2; T59; MB14; MB19; MB22)
Cedarwood Stick	Medium	3375	1687	After Ch.8 Begins (500+ Materials collected)	5-2: *75%; MB14: *75%	--	Virgin Timber: 22% (5-2; T59; MB14; MB19; MB22)
Cedarwood Log	High	4500	2250	After Ch.8 Begins	5-2: *25%; MB14: *25%	6-3	Virgin Timber: 11% (5-2; T59; MB14; MB19; MB22)

STURDY WOOD

Used In: Artemis Bow, Arcturus, Lava Wand, Wizard's Rod, Perseus Bow

NAME	GRADE	COST BUY	COST SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Oakwood Chips	Low	4320	2160	After Ch.8 Begins	--	--	Virgin Timber: 67% (7-2; T68; MB27)
Oakwood Stick	Medium	--	3240	--	7-2: *75%; 8-2C: *75%; T74: *75%; MB27: *75%	--	Virgin Timber: 22% (7-2; T68; MB27)
Oakwood Log	High	--	4320	--	7-2: *25%; 8-2C: *25%; T74: *25%; MB27: *25%	8-3	Virgin Timber: 11% (7-2; T68; MB27)

SMALL BONE

Used In: Mythril Blade, Gaia Rod, Storm Lance

NAME	GRADE	COST BUY	COST SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Bone Chips	Low	150	75	After Ch.3 Cleared (initial shop roster)	--	--	Inscrutable Bones: 67% (T48; MB03)
Study Bone	Medium	225	112	After Ch.5 Cleared (100+ Materials collected)	T48: *75%	--	Inscrutable Bones: 22% (T48; MB03)
Blood-darkened Bone	High	300	150	After Ch.5 Cleared (100+ Materials collected)	T48: *25%	--	Inscrutable Bones: 11% (T48; MB03)

LARGE BONE

Used In: Rod of Ice, Earth Wand, Earthsabre

NAME	GRADE	COST BUY	COST SELL	MATERIAL SHOP	MISSION	TREASURE	NODE
Wolf Bone	Low	1020	510	After Ch.3 Cleared (initial shop roster)	--	--	Inscrutable Bones: 67% (5-1; T50; T60; MB05; MB08; MB12; MB16)
Destrier Bone	Medium	1530	765	After Ch.5 Cleared (100+ Materials collected)	5-1: *75%; MB16: *75%	--	Inscrutable Bones: 22% (5-1; T50; T60; MB05; MB08; MB12; MB16)
Beastlord Bone	High	2040	1020	After Ch.5 Cleared (100+ Materials collected)	5-1: *25%; MB16: *25%	4-1	Inscrutable Bones: 11% (5-1; T50; T60; MB05; MB08; MB12; MB16)

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MASSIVE BONE

Used In: Blood Lance, Whale Whisker, Rudra Talwar, Lúin, Stoneblade, Terra Wand

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Tyrant Bone	Low	3180	1590	After Ch.8 Begins	--	--	Inscrutable Bones: 67% (T56; T72; MB20; MB23; MB26)
Wyvern Bone	Medium	--	2385	--	MB20: *75%; MB26: *75%	--	Inscrutable Bones: 22% (T56; T72; MB20; MB23; MB26)
Wyrm Bone	High	--	3180	--	MB20: *25%; MB26: *25%	--	Inscrutable Bones: 11% (T56; T72; MB20; MB23; MB26)

TIMEWORN CARAPACE

Used In: Mythril Staff, Mythril Lance, Trident, Icebrand, Rod of Ice

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Insect Husk	Low	300	150	After Ch.3 Cleared (initial shop roster)	--	--	Inscrutable Bones: 67% (T48; MB03; MB06)
Ichthon Scales	Medium	450	225	After Ch.5 Cleared (100+ Materials collected)	T50: *75%; MB03: *75%	--	Inscrutable Bones: 22% (T48; MB03; MB06)
Ancient Turtle Shell	High	600	300	After Ch.5 Cleared (100+ Materials collected)	T50: *25%; MB03: *25%	T53	Inscrutable Bones: 11% (T48; MB03; MB06)

SOLID CARAPACE

Used In: Earth Wand, Red Halberd, Silver Staff, Elfin Bow, Pyrowand

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Destrier Barding	Low	1500	750	After Ch.5 Cleared	--	--	Inscrutable Bones: 67% (4-1; T54; T61; MB09; MB13; MB19; MB22)
Lamia Scales	Medium	2250	1125	After Ch.8 Begins (500+ Materials collected)	4-1: *75%; MB09: *75%; MB22: *75%	--	Inscrutable Bones: 22% (4-1; T54; T61; MB09; MB13; MB19; MB22)
Battlewyrm Carapace	High	3000	1500	After Ch.8 Begins (500+ Materials collected)	4-1: *25%; MB09: *25%; MB22: *25%	4-3	Inscrutable Bones: 11% (4-1; T54; T61; MB09; MB13; MB19; MB22)

ROBUST CARAPACE

Used In: Golden Staff, Artemis Bow, Blood Lance, Defender, Zeus Mace

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Wyvern Scales	Low	4320	2160	After Ch.8 Begins	--	--	Inscrutable Bones: 67% (7-2; MB30)
Ring Wyrm Scales	Medium	--	3240	--	T75: *75%; MB30: *75%	-	Inscrutable Bones: 22% (7-2; MB30)
Emperor Scales	High	-	4320	--	T75: *25%; MB30: *25%	--	Inscrutable Bones: 11% (7-2; MB30)

WORN HIDE

Used In: Mythril Blade, Cherry Staff, Tempestblade, Rod of Lightning

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Rat Pelt	Low	150	75	After Ch.3 Cleared (initial shop roster)	--	--	Inscrutable Bones: 67% (2-1; MB01)
Bat Wing	Medium	225	112	After Ch.5 Cleared (100+ Materials collected)	MB01: *75%	--	Inscrutable Bones: 22% (2-1; MB01)
Serpentskin	High	300	150	After Ch.5 Cleared (100+ Materials collected)	MB01: *25%	--	Inscrutable Bones: 11% (2-1; MB01)

FURRY HIDE

Used In: Flametongue, Vesper Pole, Storm Wand

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Rabbit Pelt	Low	1020	510	After Ch.3 Cleared (initial shop roster)	--	--	Inscrutable Bones: 67% (3-5; T51; T58; T59; MB06; MB14; MB18)
Coeurl Pelt	Medium	1530	765	After Ch.5 Cleared (100+ Materials collected)	5-4: *75%; T59: *75%; MB06: *75%	--	Inscrutable Bones: 22% (3-5; T51; T58; T59; MB06; MB14; MB18)
Beastlord Pelt	High	2040	1020	After Ch.5 Cleared (100+ Materials collected)	5-4: *25%; T59: *25%; MB06: *25%	4-3; T53	Inscrutable Bones: 11% (3-5; T51; T58; T59; MB06; MB14; MB18)

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LUXURIANT HIDE

Used In: Perseus Bow, Tyrfing, Nirvana

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Ahriman Wing	Low	3180	1590	After Ch.8 Begins	--	--	Inscrutable Bones: 67% (T71; MB19; MB23; MB25)
Tyrant Wing	Medium	--	2385	--	T67: *75%; MB19: *75%; MB25: *75%	--	Inscrutable Bones: 22% (T71; MB19; MB23; MB25)
Wyvern Wing	High	--	3180	--	T67: *25%; MB19: *25%; MB25: *25%	--	Inscrutable Bones: 11% (T71; MB19; MB23; MB25)

BRAIDED TWINE

Used In: Runeblade, Earthsabre, Elfin Bow, Pyroblade

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Rat Tail	Low	1500	750	After Ch.5 Cleared	--	--	Inscrutable Bones: 67% (4-2; 5-2; T61; MB10; MB13; MB21)
Demon Tail	Medium	2250	1125	After Ch.8 Begins (500+ Materials collected)	4-2: *75%; T61: *75%; MB21: *75%	--	Inscrutable Bones: 22% (4-2; 5-2; T61; MB10; MB13; MB21)
Malboro Vine	High	3000	1500	After Ch.8 Begins (500+ Materials collected)	4-2: *25%; T61: *25%; MB21: *25%	4-3	Inscrutable Bones: 11% (4-2; 5-2; T61; MB10; MB13; MB21)

STARCHED TWINE

Used In: Artemis Bow, Raijoudou, Buluc Chabtan, Polaris

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Coeurl Whisker	Low	4320	2160	After Ch.8 Begins	--	--	Inscrutable Bones: 67% (T68; MB27)
Destrier Mane	Medium	--	3240	--	8-2B: *75%; T68: *75%; T73: *75%	-	Inscrutable Bones: 22% (T68; MB27)
Dragon Whisker	High	--	4320	--	8-2B: *25%; T68: *25%; T73: *25%	--	Inscrutable Bones: 11% (T68; MB27)

VISCOUS FLUID

Used In: Discharger, Blood Sword, Duster

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Green Liquid	Low	1500	750	After Ch.5 Cleared	--	--	Strange Liquid: 67% (4-3; T55; T59; MB14; MB15; MB21; MB22)
Yellow Liquid	Medium	2250	1125	After Ch.8 Begins (500+ Materials collected)	5-3: *75%; 6-3: *75%; T55: *75%	--	Strange Liquid: 22% (4-3; T55; T59; MB14; MB15; MB21; MB22)
Silver Liquid	High	3000	1500	After Ch.8 Begins (500+ Materials collected)	5-3: *25%; 6-3: *25%; T55: *25%	--	Strange Liquid: 11% (4-3; T55; T59; MB14; MB15; MB21; MB22)

AQUEOUS FLUID

Used In: Rainmaker, Divider, Fumarole, Wizard's Rod, Tumulus, Polaris

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Slime Oil	Low	4320	2160	After Ch.8 Begins	--	--	Strange Liquid: 67% (7-1; MB30)
Unpurified Ether	Medium	--	3240	--	8-3: *75%	-	Strange Liquid: 22% (7-1; MB30)
Demon Drink	High	--	4320	--	8-3: *25%	--	Strange Liquid: 11% (7-1; MB30)

VOLATILE COMPOUND

Used In: Hornito, Lava Wand, Fumarole, Laevateinn, Tumulus, Caldera

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Bomb Cinder	Low	3180	1590	After Ch.8 Begins	--	--	Strange Liquid: 67% (T56; T76; MB23; MB24; MB31)
Bomb Shell	Medium	--	2385	--	6-4: *75%; T76: *75%; MB23: *75%; MB24: *75%	--	Strange Liquid: 22% (T56; T76; MB23; MB24; MB31)
Bomb Crank	High	--	3180	--	6-4: *25%; T76: *25%; MB23: *25%; MB24: *25%	--	Strange Liquid: 11% (T56; T76; MB23; MB24; MB31)

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GRIM DUST

Used In: Blood Sword, Blood Lance, Resonator

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Zombie Powder	Low	4320	2160	After Ch.8 Begins	--	--	Strange Liquid: 67% (7-2; MB28)
Death Powder	Medium	--	3240	--	MB28: *75%	-	Strange Liquid: 22% (7-2; MB28)
Soul Powder	High	--	4320	--	MB28: *25%	8-3	Strange Liquid: 11% (7-2; MB28)

GLITTERING DUST

Used In: Fumarole, Eruptor, Stoneblade, Holy Lance, Caldera

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Stardust	Low	4320	2160	After Ch.8 Begins	--	--	Strange Liquid: 67% (T68; T72; MB26)
Moondust	Medium	--	3240	--	8-2A: *75%	--	Strange Liquid: 22% (T68; T72; MB26)
Sundust	High	--	4320	--	8-2A: *25%	--	Strange Liquid: 11% (T68; T72; MB26)

FIRE SHARD

Used In: Detonator, Flametongue, Red Halberd, Lava Wand, Pyroblade, Pyrowand, Pyroglide, Pyrolance

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Fire Stone	Low	380	190	After Ch.3 Cleared (initial shop roster)	--	MD6	Limpid Crystal: 67% (2-2; 3-5; T56; MB02; MB06; MB08; MB12; MB24); Limpid Crystal: 33% (T76: 76%; MB21)
Fire Magicite	Medium	570	285	After Ch.5 Cleared (100+ Materials collected)	4-4: *75%; 4-5: *75%; T57: *75%; MB13: *75%	--	Limpid Crystal: 22% (2-2; 3-5; T56; MB02; MB06; MB08; MB12; MB24); Limpid Crystal: 33% (T76: 76%; MB21)
Fire Crystal	High	760	380	After Ch.5 Cleared (100+ Materials collected)	4-4: *25%; T50: 100%; MB13: *25%; MB29: *75%, etc	4-3	Limpid Crystal: 10% (2-2; 3-5; T56; MB02; MB06; MB08; MB12; MB24); Limpid Crystal: 17% (T76: 76%; MB21)

WATER SHARD

Used In: Trident, Icebrand, Rod of Ice, Rime Wand, Ice Lance, Rainmaker

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Water Stone	Low	380	190	After Ch.3 Cleared (initial shop roster)	--	MD6	Limpid Crystal: 67% (4-1; 6-1; T50; T54; T65; MB05; MB08; MB09; MB17); Limpid Crystal: 33% (T77; MB28)
Water Magicite	Medium	570	285	After Ch.5 Cleared (100+ Materials collected)	6-1: *75%; T66: *75%; MB17: *75%	--	Limpid Crystal: 22% (4-1; 6-1; T50; T54; T65; MB05; MB08; MB09; MB17); Limpid Crystal: 33% (T77; MB28)
Water Crystal	High	760	380	After Ch.5 Cleared (100+ Materials collected)	6-1: *25%; T66: *25%; MB17: *25%	4-3; 6-3; T53	Limpid Crystal: 10% (4-1; 6-1; T50; T54; T65; MB05; MB08; MB09; MB17); Limpid Crystal: 17% (T77; MB28)

STORM SHARD

Used In: Storm Lance, Tempestblade, Rod of Lightning, Storm Wand, Discharger

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Storm Stone	Low	380	190	After Ch.3 Cleared (initial shop roster)	--	MD6	Limpid Crystal: 67% (T48; T58; MB02; MB08; MB14; MB18; MB20); Limpid Crystal: 33% (T72; MB26)
Storm Magicite	Medium	570	285	After Ch.5 Cleared (100+ Materials collected)	7-4: *75%; T53: *75%; T69: *75%; MB08: *75%; MB18: *75%	--	Limpid Crystal: 22% (T48; T58; MB02; MB08; MB14; MB18; MB20); Limpid Crystal: 33% (T72; MB26)
Storm Crystal	High	760	380	After Ch.5 Cleared (100+ Materials collected)	7-4: *25%; T53: *25%; MB08: *25%; MB18: *25%	4-3	Limpid Crystal: 10% (T48; T58; MB02; MB08; MB14; MB18; MB20); Limpid Crystal: 17% (T72; MB26)

EARTH SHARD

Used In: Gaia Rod, Earth Wand, Earthsabre, Duster

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Earth Stone	Low	380	190	After Ch.3 Cleared (initial shop roster)	--	MD6	Limpid Crystal: 67% (2-1; 4-2; 5-1; T60; MB01; MB08; MB10; MB16); Limpid Crystal: 33% (MB26; MB25)
Earth Magicite	Medium	570	285	After Ch.5 Cleared (100+ Materials collected)	6-2: *75%; T49: *75%; MB04: *75%; MB16: *75%	--	Limpid Crystal: 22% (2-1; 4-2; 5-1; T60; MB01; MB08; MB10; MB16); Limpid Crystal: 33% (MB26; MB25)
Earth Crystal	High	760	380	After Ch.5 Cleared (100+ Materials collected)	6-2: *25%; T49: *25%; MB04: *25%; MB16: *25%	4-3	Limpid Crystal: 11% (2-1; 4-2; 5-1; T60; MB01; MB08; MB10; MB16); Limpid Crystal: 17% (MB26; MB25)

INFERNO CRYSTAL

Used In: Laevateinn, Wizard's Rod, Eruptor, Tumulus

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Fire Gem	High	--	5630	--	9-1: *25%; T78: *25%; MB29: *25%; MD10: 100%	MD6	Limpid Crystal: 1% (2-2; 3-5; T56; MB02; MB06; MB08; MB12; MB24); Limpid Crystal: 17%(T76; MB31)

TIDE CRYSTAL

Used In: Coral Blade, Perseus Bow, Whale Whisker, Galatyn

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Water Gem	High	--	5630	--	9-2: *25%; T79: *25%; MD10: 100%	MD6	Limpid Crystal: 1% (4-1; 6-1; T50; T54; T65; MB05; MB08; MB09; MB17); Limpid Crystal: 17% (T77; MB28)

EMPYREAN CRYSTAL

Used In: Rudra Talwar, Raijoudou, Zeus Mace, Lúin, Tyrfing

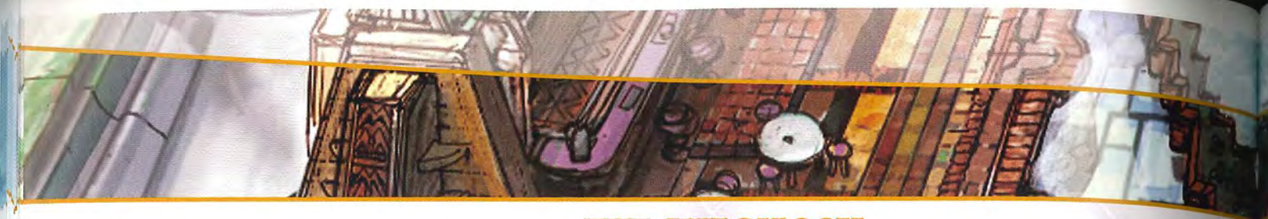
NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Storm Gem	High	--	5630	--	9-3: *25%; T80: *25%; MD10: 100%	MD6	Limpid Crystal: 1% (T48; T58; MB03; MB08; MB14; MB18; MB20); Limpid Crystal: 17% (T72; MB26)

TERRA CRYSTAL

Used In: Stoneblade, Regulus, Terra Wand, Buluc Chabtan

NAME	GRADE	COST BUY	COST SELL	WHEN/WHERE MATERIAL IS ACQUIRED: MATERIAL SHOP	MISSION	TREASURE	NODE
Earth Gem	High	--	5630	--	9-4: *25%; T81: *25%; MD10: 100%	MD6	Limpid Crystal: 1% (2-1; 4-2; 5-1; T60; MB01; MB08; MB10; MB16); Limpid Crystal: 17% (T71; MB25)

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THE SKY SALOON

Thanks to Vaan's friend Tomaj, commerce is alive and flourishing on the airship. After clearing mission 3-1, you can buy equipment from Tomaj on the airship's bridge. After completing Chapter 3, Tomaj moves his wares to the airship's Sky Saloon, where the following new shops open for business: the Cafe, where Penelo works; Tomaj's Shop, where you buy and sell equipment; the Material Shop, where you buy and sell raw materials; and The Forge, where you can have powerful new weapons crafted by Cu Sith, Master Artificer. After the start of Chapter 4, you can also visit Filo in the front of the fountain to add special decorations to the Sky Saloon.

During Chapter 5 and the first part of Chapter 7, you can't access the airship or the Sky Saloon. However, if you speak to Tomaj in Tomaj's Camp during Chapter 5, you can still access his shop options.

UPGRADING SHOPS FOR DISCOUNTS

After meeting certain conditions (like clearing specific missions or gathering a set amount of materials), you trigger upgrades to the airship's Sky Saloon shops. While some of these changes are merely superficial, Tomaj's shop and the Material Shop not only expand, but also lower their prices.

UPGRADING TOMAJ'S SHOP	
UPGRADE	**CONDITION**
1st upgrade	Clear Mission T60 (prices reduce 5%)
2nd upgrade	Clear Mission T76 (prices reduce 10%)

UPGRADING THE MATERIAL SHOP	
UPGRADE	**CONDITION**
1st upgrade	Clear Chapter 5 and collect 100+ materials during missions
2nd upgrade	Clear Chapter 8 and collect 500+ materials during missions

UPGRADING THE FORGE	
UPGRADE	**CONDITION**
1st upgrade	Clear Mission T63
2nd upgrade	Clear Mission T72

CAFE	
UPGRADE	**CONDITION**
1st upgrade	Clear Mission T73

THE CAFE

You cannot buy or sell items at this location, but many folks gather around Penelo's shop for good conversation and juicy gossip. You can also unlock several missions on Tomaj's notice board (all regarding "Foodstuffs" gathering) by talking to Penelo in the cafe at certain times.

THE FORGE

There is plenty of info on the Master Artificer's forging activities in the next sections on Recipes and Forging. For now, you should know that you come here to ask Forgemaster Cu Sith to forge new weapons. Many of the Materials required for forging can be purchased at the Material Shop, but others can only be acquired during missions.

TOMAJ'S SHOP

Buy weapons, armor, and accessories here. You can also sell items, and talk to Tomaj. The number of items Tomaj has for sale increases as you progress further into the game. After acquiring one unit of any type of equipment, it's listed as "Sold Out" and you can't buy it again. In the following section, "Sell Conditions" refers to when the item listed first appears for sale. Also, the "Cost" listed is the price before discounts.

ONE-HANDED SWORDS		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Longsword	400	X				
Mythril Blade	600	X				
Tempestblade	850		X			
Flametongue	2400		X			
Icebrand	2400			X		
Runeblade	3600			X		
Earthsabre	4800				X	
Blood Sword	7400					X

STAVES		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Crescent Pole	300	X				
Cherry Staff	450	X				
Mythril Staff	750		X			
Vesper Pole	2200			X		
Staff of Protection	3600			X		
Silver Staff	4700				X	
Golden Staff	11900					X

RODS		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Rod of Fire	300	X				
Gaia Rod	700	X				
Rod of Lightning	850		X			
Rod of Ice	1700		X			
Storm Wand	2000			X		
Earth Wand	2900			X		
Rime Wand	4900				X	
Lava Wand	7900					X

SKYBANDITS		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Spectral Edge	300	X				
Mythril Cutter	750	X				
Detonator	830		X			
Wavefront	2500			X		
Discharger	2900			X		
Pressurizer	5300				X	
Duster	3400				X	
Rainmaker	9100					X
Divider	13000					X

LANCES		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Spear	400	X				
Storm Lance	700	X				
Mythril Lance	750		X			
Trident	1300			X		
Red Halberd	3400			X		
Ice Lance	3600				X	
Blood Lance	11900				X	
Holy Lance	13000					X

GUNS		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Rigel	6000				X	
Arcturus	13000					X

BOWS		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Elfin Bow	5300				X	
Artemis Bow	13000					X

HAND BOMBS		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Hornito	9600				X	
Fumarole	12000					X

TWO-HANDED SWORDS		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Defender	13000				X	
Save the Queen	13000					X

CHESTPLATES		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Bronze Chestplate	400	X				
Kenpogi	800	X				
Silver Chestplate	1600		X			
Ruby Chestplate	3200		X			
Jujitsu Gi	5800			X		
Black Garb	7600				X	
Power Vest	12000				X	
Ninja Gear	16000					X
Diamond Chestplate	24000					X

COSTUMES		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Dancer's Garb	400	X				
Kilimweave Shirt	800	X				
Raincloud Raiment	1600		X			
Bard's Tunic	3200		X			
Traveler's Vestment	5800			X		
Storm Gear	7600				X	
Maduin Gear	12000				X	
Crimson Gear	16000					X
Gaia Gear	24000					X

ROBES		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Cotton Robes	400	X				
Mage's Robes	800	X				
Silk Robes	1600		X			
Hermit's Robes	3200		X			
Druid's Robes	5800			X		
Shaman's Robes	7600				X	
Wizard's Robes	12000				X	
White Robes	24000					X
Black Robes	24000					X

VESTS		SELL CONDITIONS				
NAME	**COST**	**3-1 CLEARED**	**CH.3 CLEARED**	**CH.5 BEGINS**	**CH.8 BEGINS**	**CH.8 CLEARED**
Rose Gilet	400	X				
Mythril Vest	800	X				
Ochre Gilet	1600		X			
Survival Vest	3200		X			
Sheer Doublet	5800			X		
Prismatic Vest	7600				X	
Violet Gilet	12000				X	
Adamant Vest	16000					X
Azure Gilet	24000					X

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PENDANTS		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Amulet of Warding	800	X				
Medallion of Water	1600		X			
Steel Gorget	3200		X			
Medallion of Earth	5800			X		
Osseous Torque	7600				X	
Medallion of Fire	12000				X	
Sky Amulet	16000					X
Guardian's Torque	24000					X

LIGHT ARMOR		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Metal Jerkin	12000				X	
Silk Coat	16000					X

BODY SUITS		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Black Bolero	12000				X	
Rubber Suit	16000					X

CLOTHES		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Carmagnole	16000					X
Samite Coat	12000				X	

BODY ARMOR		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Armatura	16000					X
Judicer's Plate	12000				X	

BOOTS		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Sprint Shoes	800	X				
Battle Boots	1600		X			
Winged Boots	1600	X				
Germinas Boots	5800			X		

BRACELETS		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Argyle Armlet	800	X				
Corsage Bracelet	1600	X				
Protective Armlet	3200			X		
Healing Armlet	7600				X	

POUCHES		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Incanter's Pouch	400	X				
Traveler's Pouch	600	X				
Goblin Pouch	1600		X			
Faerie Pouch	3200			X		

EARRINGS		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Silver Earrings	800	X				
Gold Earrings	1600	X				
Terra Earrings	3200			X		
Moon Earrings	7600				X	

GLOVES		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Gauntlets	800	X				
Mythril Gloves	1600	X				
Winged Gloves	5800			X		
Blazer Gloves	7600				X	

RINGS		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Golden Ring	12000				X	
Emerald Ring	16000				X	
Sapphire Ring	24000					X

MASKS		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Goggle Mask	12000				X	
Lamia's Tiara	16000				X	
Crown of Laurels	24000					X

NECKLACES		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Golden Amulet	16000				X	
Jade Collar	24000					X
Noble's Collar	24000					X

HELMETS		SELL CONDITIONS				
NAME	COST	3-1 CLEARED	CH.3 CLEARED	CH.5 BEGINS	CH.8 BEGINS	CH.8 CLEARED
Judicer's Helm	16000				X	
Atlas Helm	24000					X
Dragon Helm	24000					X

MATERIAL SHOP

Here's where you can buy Materials required for forging, sell items, or talk to Llyud. At first, you can only buy low-grade Materials, but once you acquire a certain amount of Materials during missions, Llyud begins to sell middle and high-grade Materials as well. In the following section, "Sell Conditions" refers to when the item listed first appears for sale. Also, the "Cost" listed indicates the price before discounts are factored in.

Note that the [*] in the category headers indicates that in addition to meeting the chapter requirement, you must also collect a certain number of Materials overall before the Material listed is sold (100+ Materials for Chapter 5; 500+ Materials for Chapter 8).

COMMON METAL			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Mythril Shards	Low	300		X			
Mythril Nugget	Medium	450				X	
Mythril Ore	High	600				X	

LUSTROUS METAL			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Orichalcum Grains	Low	1500		X			
Orichalcum Nugget	Medium	2250					X
Orichalcum Ore	High	3000					X

DURABLE METAL			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Adamant Grains	Low	4320				X	

BRILLIANT ORE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Pink Silver	Low	930	X				
White Silver	Medium	1395			X		
Pure Silver	High	1860			X		

PRECIOUS ORE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Pink Gold	Low	3180				X	

YELLOW GEMSTONE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Tiger-eye	Low	150	X				
Beryl	Medium	225			X		
Topaz	High	300			X		

GREEN GEMSTONE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Peridot	Low	570	X				
Malachite	Medium	855			X		
Emerald	High	1140			X		

BLUE GEMSTONE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Lapis Lazuli	Low	2250		X			
Aquamarine	Medium	3375					X
Sapphire	High	4500					X

RED GEMSTONE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Garnet	Low	4320				X	

GLISTENING SHARD			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Coral Fragment	Low	4320				X	

FINE-GRAINED WOOD			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Cherrywood Chips	Low	150	X				
Cherrywood Stick	Medium	225			X		
Cherrywood Log	High	300			X		

FRAGRANT WOOD			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Maplewood Chips	Low	570	X				
Maplewood Stick	Medium	855			X		
Maplewood Log	High	1140			X		

SMOOTH WOOD			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Cedarwood Chips	Low	2250		X			
Cedarwood Stick	Medium	3375					X
Cedarwood Log	High	4500					X

STURDY WOOD			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Oakwood Chips	Low	4320				X	

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SMALL BONE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Bone Chips	Low	150	X				
Study Bone	Medium	225			X		
Blood-darkened Bone	High	300			X		

LARGE BONE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Wolf Bone	Low	1020	X				
Destrier Bone	Medium	1530			X		
Beastlord Bone	High	2040			X		

MASSIVE BONE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Tyrant Bone	Low	3180				X	

TIMEWORN CARAPACE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Insect Husk	Low	300	X				
Ichthon Scales	Medium	450			X		
Ancient Turtle Shell	High	600			X		

SOLID CARAPACE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Destrier Barding	Low	1500		X			
Lamia Scales	Medium	2250					X
Battlewyrm Carapace	High	3000					X

ROBUST CARAPACE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Wyvern Scales	Low	4320				X	

WORN HIDE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Rat Pelt	Low	150	X				
Bat Wing	Medium	225			X		
Serpentskin	High	300			X		

FURRY HIDE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Rabbit Pelt	Low	1020	X				
Coeurl Pelt	Medium	1530			X		
Beastlord Pelt	High	2040			X		

LUXURIANT HIDE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Ahriman Wing	Low	3180				X	

BRAIDED TWINE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Rat Tail	Low	1500		X			
Demon Tail	Medium	2250					X
Malboro Vine	High	3000					X

STARCHED TWINE			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Coeurl Whisker	Low	4320				X	

VISCOUS FLUID			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Green Liquid	Low	1500		X			
Yellow Liquid	Medium	2250					X
Silver Liquid	High	3000					X

AQUEOUS FLUID			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Slime Oil	Low	4320				X	

VOLATILE COMPOUND			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Bomb Cinder	Low	3180				X	

GRIM DUST			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Zombie Powder	Low	4320				X	

GLITTERING DUST			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Stardust	Low	4320				X	

FIRE SHARD			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Fire Stone	Low	380	X				
Fire Magicite	Medium	570			X		
Fire Crystal	High	760			X		

WATER SHARD			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Water Stone	Low	380	X				
Water Magicite	Medium	570			X		
Water Crystal	High	760			X		

STORM SHARD			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Storm Stone	Low	380	X				
Storm Magicite	Medium	570			X		
Storm Crystal	High	760			X		

EARTH SHARD			SELL CONDITIONS				
GRADE	GRADE	COST	CH.3 CLEARED	CH.5 CLEARED	CH.5 CLEARED*	CH.8 BEGINS	CH.8 BEGINS*
Earth Stone	Low	380	X				
Earth Magicite	Medium	570			X		
Earth Crystal	High	760			X		

FILO'S MEMENTOS

Although it's not set up as a proper shop, Filo is running her own decorating business in front of the fountain in the Sky Saloon. Each time you achieve one of the conditions listed in the following section, you'll receive a new Memento forged by Cu Sith, Master Artificer, which you can ask Filo to place somewhere within the Sky Saloon. Combined with the shop upgrades you achieve for completing certain missions, Mementos can turn your Sky Saloon into a pretty impressive place to hang out.

FLOWERS		
NAME	TITLE EARNED	AWARDED FOR
Colorful Flowerbed	Skirmisher	Win 5 melee battles
Ephemeral Flowerbed	Combatant	Win 20 melee battles
Verdant Flowerbed	Warlord	Win 100 melee battles

FOUNTAINS		
NAME	TITLE EARNED	AWARDED FOR
Marble Fountain	Fortune Hunter	Earn 100,000 gil
Gleaming Fountain	Robber Baron	Earn 500,000 gil
Ardan Fountain	Merchant Prince	Earn 1,000,000 gil

STATUES		
NAME	TITLE EARNED	AWARDED FOR
Wings of the Warbird	Beastmaster	Forge pacts with 12 Yarhi
Viera Idol	Grand Illusionist	Forge pacts with 25 Yarhi
Tomato Trophy	Master Summoner	Forge pacts with 50 Yarhi (Ring of Pacts complete)

CRESTS		
NAME	AWARDED FOR	
Bronze Crest	Clan Leader	Clear 10% of missions
Silver Crest	Trained Tactician	Clear 25% of missions
Gold Crest	Expert Strategist	Clear 45% of missions
Seraphic Crest	Brilliant Visionary	Clear 70% of missions
Empyreal Crest	Revenant Slayer	Clear 100% of missions

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FORGING WEAPONS

Materials can be crafted into high-quality weapons at The Forge on the airship's Sky Saloon deck. In general, this is a more cost-efficient way to upgrade your weapons inventory compared to selling materials and using the cash to buy new weapons from Tomaj. Here's a quick overview of the weapon forging process. To forge a weapon:

1. Talk to Cu Sith in the Sky Saloon and select the "I need something crafted" dialogue option.
2. Choose the Recipe Book you'd like to use (more on Recipe Books in the next section).
3. Select the weapon you want forged. Weapons listed in gray indicate recipes for which you do not have sufficient materials.
4. Choose a material from each of the three required materials categories. The grade of the materials used affects the weapon's properties; higher grades mean better weapons.
5. Answer Cu Sith's three questions. Your answers affect how much the weapon influences your leader's attributes when equipped.
6. Set Cu Sith to work. When she's finished, you can give your completed weapon a name and equip it immediately.

THE RECIPE BOOKS

Fifteen Recipe Books are scattered throughout the game; you acquire them by completing certain missions. Each Recipe Book contains "recipes" for new weapons crafted at The Forge. Each recipe combines three materials, from various materials categories, and forges them into a new weapon.

Recipe Library

You can view all of the Recipe Books currently in your possession by tapping the Ship's Log while on the airship's bridge, then choosing "Recipe Library."

If you've done thorough scavenging of Material Nodes during missions, you'll often have multiple materials available in each material category. But note that the grade of the materials used has an effect on the forged weapon's stats. (See more on this in the next section, How Forging Works.)

Legend

Acquired: The mission where the book is acquired; "T" refers to the hunts posted on Tomaj's notice board.

Recipe: The name of the weapon forged by the recipe

Starter Manual (Acquired: 2-1)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Mythril Blade	Common Metal	Small Bone	Worn Hide
Cherry Staff	Yellow Gemstone	Fine-grained Wood	Worn Hide
Gaia Rod	Fine-grained Wood	Small Bone	Earth Shard
Mythril Cutter	Common Metal	Common Metal	Yellow Gemstone
Storm Lance	Fine-grained Wood	Small Bone	Storm Shard

Artificer's Handbook (Acquired: 3-1)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Tempestblade	Common Metal	Worn Hide	Storm Shard
Mythril Staff	Common Metal	Yellow Gemstone	Timeworn Carapace
Rod of Lightning	Fine-grained Wood	Worn Hide	Storm Shard
Detonator	Common Metal	Yellow Gemstone	Fire Shard
Mythril Lance	Common Metal	Fine-grained Wood	Timeworn Carapace

Primary Principles (Acquired: 3-5)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Flametongue	Brilliant Ore	Furry Hide	Fire Shard
Vesper Pole	Green Gemstone	Fragrant Wood	Furry Hide
Storm Wand	Fragrant Wood	Furry Hide	Storm Shard
Trident	Fragrant Wood	Timeworn Carapace	Water Shard

Secondary Principles (Acquired: 4-1)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Icebrand	Brilliant Ore	Timeworn Carapace	Water Shard
Rod of Ice	Large Bone	Timeworn Carapace	Water Shard
Wavefront	Brilliant Ore	Brilliant Ore	Green Gemstone

Arms Encyclopedia (Acquired: 4-5)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Runeblade	Lustrous Metal	Green Gemstone	Braided Twine
Earth Wand	Large Bone	Solid Carapace	Earth Shard
Discharger	Brilliant Ore	Viscous Fluid	Storm Shard
Red Halberd	Lustrous Metal	Solid Carapace	Fire Shard

Armament Almanac (Acquired: 6-1)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Earthsabre	Large Bone	Braided Twine	Earth Shard
Silver Staff	Brilliant Ore	Blue Gemstone	Solid Carapace
Rime Wand	Blue Gemstone	Smooth Wood	Water Shard
Pressurizer	Lustrous Metal	Lustrous Metal	Blue Gemstone
Ice Lance	Brilliant Ore	Blue Gemstone	Water Shard

Connoisseur's Guide (Acquired: 7-2)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Blood Sword	Lustrous Metal	Viscous Fluid	Grim Dust
Rigel	Lustrous Metal	Blue Gemstone	Smooth Wood
Elfin Bow	Smooth Wood	Solid Carapace	Braided Twine
Duster	Lustrous Metal	Viscous Fluid	Earth Shard

Dragon's Devices (Acquired: 8-1)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Golden Staff	Precious Ore	Red Gemstone	Robust Carapace
Artemis Bow	Sturdy Wood	Robust Carapace	Starched Twine
Rainmaker	Glistening Shard	Aqueous Fluid	Water Shard
Blood Lance	Massive Bone	Robust Carapace	Grim Dust
Homilo	Volatile Compound	Volatile Compound	Volatile Compound

Tiger's Tactics (Acquired: 8-1)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Arcturus	Durable Metal	Red Gemstone	Sturdy Wood
Lava Wand	Sturdy Wood	Volatile Compound	Fire Shard
Divider	Durable Metal	Durable Metal	Aqueous Fluid
Fumarole	Aqueous Fluid	Volatile Compound	Glittering Dust
Defender	Durable Metal	Robust Carapace	Robust Carapace

Forged by Fire (Acquired: T75)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Laevateinn	Durable Metal	Volatile Compound	Inferno Crystal
Wizard's Rod	Sturdy Wood	Aqueous Fluid	Inferno Crystal
Eruptor	Ephemeral Ore	Glittering Dust	Inferno Crystal
Tumulus	Volatile Compound	Aqueous Fluid	Inferno Crystal

Tempered in Ice (Acquired: T76)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Coral Blade	Glistening Shard	Glistening Shard	Tide Crystal
Perseus Bow	Sturdy Wood	Luxuriant Hide	Tide Crystal
Whale Whisker	Massive Bone	Glistening Shard	Tide Crystal
Galatyn	Rare Gemstone	Glistening Shard	Tide Crystal

Hammer of Lightning (Acquired: T73)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Rudra Talwar	Precious Ore	Massive Bone	Empyrean Crystal
Raijoudou	Precious Ore	Starched Twine	Empyrean Crystal
Zeus Mace	Rare Gemstone	Robust Carapace	Empyrean Crystal
Lúin	Precious Ore	Massive Bone	Empyrean Crystal
Tyrfing	Ephemeral Ore	Luxuriant Hide	Empyrean Crystal

Anvil of Earth (Acquired: T71)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Stoneblade	Massive Bone	Glittering Dust	Terra Crystal
Regulus	Precious Ore	Red Gemstone	Terra Crystal
Terra Wand	Precious Ore	Massive Bone	Terra Crystal
Buluc Chabtan	Sturdy Wood	Starched Twine	Terra Crystal

Forbidden Grimoire (Acquired: T72)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Nirvana	Rare Gemstone	Red Gemstone	Luxuriant Hide
Polaris	Ephemeral Ore	Starched Twine	Aqueous Fluid
Resonator	Ephemeral Ore	Grim Dust	Grim Dust
Holy Lance	Durable Metal	Glittering Dust	Glittering Dust
Caldera	Volatile Compound	Red Gemstone	Glittering Dust
Save the Queen	Durable Metal	Durable Metal	Durable Metal

Everburn Essentials (Acquired: T56)

	MATERIALS NEEDED		
RECIPE	MATERIAL 1	MATERIAL 2	MATERIAL 3
Pyroblade	Everburn	Braided Twine	Fire Shard
Pyroscepter	Everburn	Smooth Wood	Smooth Wood
Pyrowand	Everburn	Solid Carapace	Fire Shard
Pyroglide	Everburn	Lustrous Metal	Fire Shard
Pyrolance	Everburn	Smooth Wood	Fire Shard

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HOW FORGING WORKS

When Cu Sith, Master Artificer, crafts a weapon at The Forge, two different inputs affect that weapon's quality: 1. The grades of the three materials you select as ingredients; 2. Your answers to Cu Sith's three questions.

MATERIALS GRADE AND WEAPON STRENGTH

Each material used in forging a weapon is assigned "Quality Points" based on that material's grade. (See the following table.) The higher the number of Quality Points, the more you increase the weapon's attack properties, its attribute modifiers (also based on your answers to Cu Sith's questions), and its sale price.

Quality Points by Materials Grade

GRADE	QUALITY POINTS FOR FORGING
Low	1
Medium	2
High	3

Low-Grade Strength

The overall stats of a weapon forged from three low-grade materials are not very different than those of the same weapon that is acquired during a mission (i.e., found in a treasure chest or earned at mission completion). That said, forging is a better way to wield high-quality weapons.

THE MASTER ARTIFICER'S QUESTIONS: HOW YOUR ANSWERS AFFECT WEAPON QUALITY

People who love stats will love this next aspect of weapon forging. (People who hate stats will shriek until their heads explode.) Before she forges a weapon from the three materials you selected, the Master Artificer asks a series of three questions. The combination of your answers (see The Forgemaster's Q/A tables later in this section) creates a set of "Base Bonuses": one bonus value for each basic attribute (Strength, Magick, Stamina, Mind, and Speed) of your leader.

These Base Bonuses, in turn, are multiplied by a value that is determined by the overall number of Quality Points you gained from your materials choices. Therefore, the grade of Materials you use (i.e., the Quality Points gained) combined with the answers you give to Cu Sith's three questions determine exactly how much the newly-forged weapon will boost your attributes.

Here's a look at exactly how it works. Again, the "Base Bonus" in the following table is a separate value for each of the five attributes (Strength, Magick, Stamina, Mind, and Speed); those five values are determined by the combination of answers you provide to the forgemaster's questions.

Modifiers for Weapon Forging

# OF QP FROM MATERIALS	ATT./MAG. ATT. INCREASE	ATTRIBUTE MOD.	SALE PRIC MOD.
3	0	Base Bonus x1	x1
4	3	Base Bonus x1.5	x1.16
5	6	Base Bonus x2	x1.33
6	9	Base Bonus x2.5	x1.5
7	12	Base Bonus x3	x1.66
8	15	Base Bonus x4	x1.83
9	20	Base Bonus x6	x2

THE FORGEMASTER'S Q/A TABLES FOR WEAPON TYPES

Cu Sith, Master Artificer, is one of the finest forgemasters in all of Ivalice. She's so good, in fact, that she wants to personalize each weapon she crafts. So before she gets to work, she always asks a series of three questions. Your three-answer combo creates a set of Base Bonus values that give the weapon a unique set of attribute-boosters to bestow upon its user.

Q/A: Cu Sith's three questions (Q1, Q2, Q3) and the three answer options (A1, A2, A3) for each question.

Base Bonus Table: This chart uses the numbers (A1, A2, A3) to identify your answers to each of Cu Sith's questions to determine the forged weapon's Base Bonus for each of your leader's attributes (Strength, Magick, Stamina, Mind, and Speed). This number can then be plugged into the "Modifiers for Weapons-Forging" table (see previous) and thus determine a modifier for each of the leader's attributes. (The leader's attributes are modified only when the forged weapon is actually equipped.)

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ONE-HANDED SWORDS

Mythril Blade, Runeblade, Blood Sword

Q&A

WHO WOULD THIS SWORD PROTECT?
- Q1 A1 Anyone who needs protecting.
- Q1 A2 Those who make a difference.
- Q1 A3 The people closest to me.

WHAT WILL DRIVE THE SWORD?
- Q2 A1 A brave heart.
- Q2 A2 A compassionate soul.
- Q2 A3 An unbreakable spirit.

ARE YOU WORTHY OF THIS SWORD?
- Q3 A1 I sure hope so.
- Q3 A2 For everyone's sake, I need to be.
- Q3 A3 Of course! No question about it.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+3	--	+2	-1	+1
	A1	A2	+2	--	**+3**	--	--
		A3	**+3**	--	**+3**	-1	--
		A1	+2	--	+2	--	+1
A1	A2	A2	+1	--	**+3**	+1	--
		A3	+2	--	**+3**	--	--
		A1	+2	**+1**	+1	--	+1
A3	A2		+1	**+1**	+2	+1	--
		A3	+2	**+1**	+2	--	--
		A1	+2	-1	+2	+1	+1
	A1	A2	+1	-1	**+3**	+2	--
		A3	+2	-1	**+3**	+1	--
		A1	+1	-1	+2	+2	+1
A2	A2	A2	--	-1	**+3**	**+3**	--
		A3	+1	-1	**+3**	+2	--
		A1	+1	--	+1	+2	+1
A3	A2		--	--	+2	**+3**	--
		A3	+1	--	+2	+2	--
		A1	+2	--	+1	--	**+2**
	A1	A2	+1	--	+2	+1	+1
		A3	+2	--	+2	--	+1
		A1	+1	--	+1	+1	**+2**
A3	A2	A2	--	--	+2	+2	+1
		A3	+1	--	+2	+1	+1
		A1	+1	**+1**	--	+1	**+2**
A3	A2		--	**+1**	+1	+2	+1
		A3	+1	**+1**	+1	+1	+1

ONE-HANDED SWORDS

Flametongue, Pyroblade, Laevateinn

Q&A

WHAT MAKES AN ADVENTURE AN ADVENTURE?
- Q1 A1 Life-or-death battles.
- Q1 A2 Scraping by on a few gil.
- Q1 A3 Risk and reward.

HOW DO YOU LIKE YOUR BATTLES?
- Q2 A1 As strategic as possible.
- Q2 A2 As gruesome as possible.
- Q2 A3 As rare as possible.

WHAT DO YOU EXTEND TO A FOE WHO SURRENDERS?
- Q3 A1 An open hand of friendship.
- Q3 A2 An open heart of forgiveness.
- Q3 A3 An open sack for his treasure.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+3	+1	--	+1	--
	A1	A2	+3	+1	+2	-1	--
		A3	+5	+1	--	-1	--
		A1	+5	--	--	--	--
A1	A2	A2	+5	--	+2	-2	--
		A3	**+7**	--	--	-2	--
		A1	+3	--	--	+2	--
	A3	A2	+3	--	+2	--	--
		A3	+5	--	--	--	--
		A1	--	**+2**	-1	+4	--
	A1	A2	--	**+2**	+1	+2	--
		A3	+2	**+2**	-1	+2	--
		A1	+2	+1	-1	+3	--
A2	A2	A2	+2	+1	+1	+1	--
		A3	+4	+1	-1	+1	--
		A1	--	+1	-1	**+5**	--
	A3	A2	--	+1	+1	+3	--
		A3	+2	+1	-1	+3	--
		A1	+1	+1	+1	+2	--
	A1	A2	+1	+1	**+3**	--	--
		A3	+3	+1	+1	--	--
		A1	+3	--	+1	+1	--
A3	A2	A2	+3	--	**+3**	-1	--
		A3	+5	--	+1	-1	--
		A1	+1	--	+1	+3	--
	A3	A2	+1	--	**+3**	+1	--
		A3	+3	--	+1	+1	--

ONE-HANDED SWORDS

Icebrand, Coral Blade

Q&A

WHAT'S THE BEST WAY TO SEE THE WORLD?
- Q1 A1 From the deck of an airship.
- Q1 A2 From the back of a chocobo.
- Q1 A3 From the seat of a raft.

IF YOU GAVE UP SKY PIRATING, WHAT WOULD YOU DO?
- Q2 A1 Probably make weapons, like you.
- Q2 A2 I wouldn't mind hunting for a living.
- Q2 A3 Why would I give up sky pirating?

WHAT DO YOU WANT TO BE IN YOUR NEXT LIFE?
- Q3 A1 A hume, like I am now.
- Q3 A2 It might be fun to be a moogle.
- Q3 A3 I think I'd make a cute viera.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+1	**+1**	--	+2	+1
	A1	A2	--	**+1**	--	+3	+1
		A3	--	**+1**	-1	**+4**	+1
		A1	+2	--	--	+1	**+2**
A1	A2	A2	+1	--	--	+2	**+2**
		A3	+1	--	-1	+3	**+2**
		A1	+1	--	--	+2	**+2**
	A3	A2	--	--	--	+3	**+2**
		A3	--	--	-1	**+4**	**+2**
		A1	+2	**+1**	--	+1	+1
	A1	A2	+1	**+1**	--	+2	+1
		A3	+1	**+1**	-1	+3	+1
		A1	+3	--	--	--	**+2**
A2	A2	A2	+2	--	--	+1	**+2**
		A3	+2	--	-1	+2	**+2**
		A1	+2	--	--	+1	**+2**
	A3	A2	+1	--	--	+2	**+2**
		A3	+1	--	-1	+3	**+2**
		A1	+1	**+1**	**+1**	+1	+1
	A1	A2	--	**+1**	**+1**	+2	+1
		A3	--	**+1**	--	+3	+1
		A1	+2	--	**+1**	--	**+2**
A3	A2	A2	+1	--	**+1**	+1	**+2**
		A3	+1	--	--	+2	**+2**
		A1	+1	--	**+1**	+1	**+2**
	A3	A2	--	--	**+1**	+2	**+2**
		A3	--	--	--	+3	**+2**

Items and Materials

ONE-HANDED SWORDS

Tempestblade, Rudra Talwar

WHAT MUST A SKY PIRATE REMEMBER ABOVE ALL ELSE?
- Q1 A1 To care for his crew.
- Q1 A2 To believe in himself.
- Q1 A3 To keep sight of his dreams.

WHAT MAKES A GOOD AIRSHIP GREAT?
- Q2 A1 A hull full of friends.
- Q2 A2 Sails swift as wind.
- Q2 A3 Overwhelming artillery.

HOW DOES IT FEEL TO PILOT AN AIRSHIP?
- Q3 A1 There's nothing like it.
- Q3 A2 Surprisingly soothing.
- Q3 A3 It gets the heart pumping!

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+1	--	+3	+1	--
	A1	A2	--	--	+3	**+2**	--
		A3	--	--	**+4**	+1	--
		A1	+1	--	+1	+1	+2
A1	A2	A2	--	--	+1	**+2**	+2
		A3	--	--	+2	+1	+2
		A1	+3	--	+1	+1	--
	A3	A2	+2	--	+1	**+2**	--
		A3	+2	--	+2	+1	--
		A1	+2	--	+3	--	--
	A1	A2	+1	--	+3	+1	--
		A3	+1	--	**+4**	--	--
		A1	+2	--	+1	--	+2
A2	A2	A2	+1	--	+1	+1	+2
		A3	+1	--	+2	--	+2
		A1	**+4**	--	+1	--	--
	A3	A2	+3	--	+1	+1	--
		A3	+3	--	+2	--	--
		A1	--	--	+2	--	+3
	A1	A2	-1	--	+2	+1	+3
		A3	-1	--	+3	--	+3
		A1	--	--	--	--	**+5**
A3	A2	A2	-1	--	--	+1	**+5**
		A3	-1	--	+1	--	**+5**
		A1	+2	--	--	--	+3
	A3	A2	+1	--	--	+1	+3
		A3	+1	--	+1	--	+3

ONE-HANDED SWORDS

Earthsabre, Stoneblade

WHAT IS THE KEY TO HAPPINESS?
- Q1 A1 Wealth.
- Q1 A2 Health.
- Q1 A3 Peace.

WHAT DO YOU FEEL LIKE FOR DINNER?
- Q2 A1 Whatever Penelo whips up.
- Q2 A2 Giza Rabbit stew.
- Q2 A3 Flan a la mode.

WHO DO YOU LIKE?
- Q3 A1 None of your business!
- Q3 A2 It's Pe- personal.
- Q3 A3 I like everyone!

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+2	--	+2	--	**+1**
	A1	A2	+1	--	+3	+1	--
		A3	+1	--	+4	--	--
		A1	**+3**	--	+2	-1	**+1**
A1	A2	A2	+2	--	+3	--	--
		A3	+2	--	+4	-1	--
		A1	+2	**+1**	+3	-1	--
	A3	A2	+1	**+1**	+4	--	-1
		A3	+1	**+1**	**+5**	-1	-1
		A1	+2	-1	+2	+1	**+1**
	A1	A2	+1	-1	+3	+2	--
		A3	+1	-1	+4	+1	--
		A1	+2	--	+2	--	**+1**
A2	A2	A2	+1	--	+3	+1	--
		A3	+1	--	+4	--	--
		A1	+2	--	+3	--	--
	A3	A2	+1	--	+4	+1	-1
		A3	+1	--	**+5**	--	-1
		A1	+1	--	+1	+2	**+1**
	A1	A2	--	--	+2	**+3**	--
		A3	--	--	+3	+2	--
		A1	+2	--	+1	+1	**+1**
A3	A2	A2	+1	--	+2	+2	--
		A3	+1	--	+3	+1	--
		A1	+1	**+1**	+2	+1	--
	A3	A2	+1	**+1**	+3	+1	-1
		A3	--	**+1**	+4	+1	-1

STAVES

Cherry Staff, Mythril Staff, Vesper Pole, Silver Staff, Pyroscepter, Golden Staff, Nirvana

WHAT DO YOU THINK OF PENELO'S DANCING?
- Q1 A1 I'm really impressed.
- Q1 A2 It's really cute.
- Q1 A3 She should tone it down.

IS PENELO'S COOKING ANY GOOD?
- Q2 A1 Of course it is!
- Q2 A2 I like to think so.
- Q2 A3 It's… edible.

WHAT DO YOU LIKE ABOUT PENELO?
- Q3 A1 Her heart.
- Q3 A2 Her smile.
- Q3 A3 What's not to like?

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	--	+1	+2	+2	--
	A1	A2	--	--	**+4**	--	+1
		A3	--	+1	+2	+1	+1
		A1	--	--	+2	+4	-1
A1	A2	A2	--	-1	**+4**	+2	--
		A3	--	+1	+2	+2	--
		A1	--	+3	+1	+1	--
	A3	A2	--	+2	**+4**	-1	--
		A3	--	+4	+2	-1	--
		A1	--	+1	--	+4	--
	A1	A2	--	--	+2	+2	+1
		A3	--	+2	--	+2	+1
		A1	--	--	--	**+6**	-1
A2	A2	A2	--	-1	+2	+4	--
		A3	--	+1	--	+4	--
		A1	--	+3	--	+3	-1
	A3	A2	--	+2	+2	+1	--
		A3	--	+4	--	+1	--
		A1	--	+3	--	+2	--
	A1	A2	--	+2	+2	--	+1
		A3	--	+4	--	--	+1
		A1	--	+2	--	+4	-1
A3	A2	A2	--	+1	+2	+2	--
		A3	--	+3	--	+2	--
		A1	--	+5	--	+1	-1
	A3	A2	--	+4	+2	-1	--
		A3	--	**+6**	--	-1	--

RODS

Pyrowand, Lava Wand, Wizard's Rod

WHAT'S KYTES GOT IN THE BAG?
- Q1 A1 Medicine, I guess.
- Q1 A2 Hopes and dreams.
- Q1 A3 I haven't the slightest idea.

ISN'T KYTES THE SWEETEST?
- Q2 A1 You said it.
- Q2 A2 He could use some backbone.
- Q2 A3 He can be a pain sometimes.

WHAT WOULD YOU DO IF YOU WERE KYTES FOR A DAY?
- Q3 A1 Exercise and build muscle.
- Q3 A2 What happens to me while I'm him?
- Q3 A3 Finish what Penelo puts on my plate.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	--	+1	+2	+1	**+1**
	A1	A2	--	+3	--	+1	**+1**
		A3	--	+1	+1	+2	**+1**
		A1	--	+4	+2	--	-1
A1	A2	A2	--	+6	--	--	-1
		A3	--	+4	+1	+1	-1
		A1	--	+2	**+3**	--	--
	A3	A2	--	+4	+1	--	--
		A3	--	+2	+2	+1	--
		A1	--	--	+2	**+2**	+1
	A1	A2	--	+2	--	**+2**	+1
		A3	--	+1	+1	**+2**	+1
		A1	--	+3	+2	--	--
A2	A2	A2	--	+5	--	--	--
		A3	--	+4	+1	--	--
		A1	--	+1	**+3**	+1	--
	A3	A2	--	+3	+1	+1	--
		A3	--	+2	+2	+1	--
		A1	--	+2	+1	+1	**+1**
	A1	A2	--	+4	-1	+1	**+1**
		A3	--	+3	--	+1	**+1**
		A1	--	+5	+1	-1	--
A3	A2	A2	--	**+7**	-1	-1	--
		A3	--	+6	--	-1	--
		A1	--	+2	**+3**	+1	-1
	A3	A2	--	+4	+1	+1	-1
		A3	--	+3	+2	+1	-1

RODS

Rod of Ice, Rime Wand, Whale Whisker

WHAT KEEPS FRIENDS CLOSE TOGETHER?
- Q1 A1 Understanding.
- Q1 A2 Never really thought about it.
- Q1 A3 I hear it's listening.

WANNA GO FISHING?
- Q2 A1 Where did that come from?
- Q2 A2 Sounds like a good idea!
- Q2 A3 Maybe, after you make my weapon.

CAN YOU FISH?
- Q3 A1 I've caught my share.
- Q3 A2 Never tried it.
- Q3 A3 I've forgotten how.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	--	+2	+1	+2	--
	A1	A2	--	+2	--	+3	--
		A3	--	+3	--	+1	**+1**
		A1	--	--	+2	+3	--
A1	A2	A2	--	--	+1	+4	--
		A3	--	+1	+1	+2	**+1**
		A1	--	+1	+1	+4	-1
	A3	A2	--	+1	--	**+5**	-1
		A3	--	+2	--	+3	--
		A1	--	+4	+1	--	--
	A1	A2	--	+4	--	+1	--
		A3	--	**+5**	--	-1	**+1**
		A1	--	+2	+2	+1	--
A2	A2	A2	--	+2	+1	+2	--
		A3	--	+3	+1	--	**+1**
		A1	--	+3	+1	+2	-1
	A3	A2	--	+3	--	+3	-1
		A3	--	+4	--	+1	--
		A1	--	+2	+2	+1	--
	A1	A2	--	+2	+1	+2	--
		A3	--	+3	+1	--	**+1**
		A1	--	--	**+3**	+2	--
A3	A2	A2	--	--	+2	+3	--
		A3	--	+1	+2	+1	**+1**
		A1	--	+1	+2	+3	-1
	A3	A2	--	+1	+1	+4	-1
		A3	--	+2	+1	+2	--

RODS

Rod of Lightning, Storm Wand, Zeus Mace

WHAT COLOR DO YOU LIKE YOUR CHOCOBOS?
- Q1 A1 Yellow.
- Q1 A2 Red.
- Q1 A3 Black.

DO YOU HAVE A FAVORITE ESPER?
- Q2 A1 I have one.
- Q2 A2 None in particular.
- Q2 A3 They're all my favorites.

DO YOU… LIKE ME?
- Q3 A1 Of course I do.
- Q3 A2 Do you even have to ask?
- Q3 A3 I don't hate you.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	--	+2	--	**+1**	+2
	A1	A2	--	+1	+1	**+1**	+2
		A3	--	+2	-1	**+1**	+3
		A1	--	+3	--	-1	+3
A1	A2	A2	--	+2	+1	--	+2
		A3	--	+3	-1	-1	**+4**
		A1	--	+1	+1	--	+3
	A3	A2	--	--	**+2**	**+1**	+2
		A3	--	+1	+1	--	+3
		A1	--	+2	--	**+1**	+2
	A1	A2	--	+2	+1	**+1**	+1
		A3	--	+3	-1	**+1**	+2
		A1	--	**+4**	--	-1	+2
A2	A2	A2	--	+3	+1	--	+1
		A3	--	**+4**	-1	-1	+3
		A1	--	+2	+1	--	+2
	A3	A2	--	+1	**+2**	**+1**	+1
		A3	--	+2	--	**+1**	+2
		A1	--	+3	--	**+1**	+1
	A1	A2	--	+2	+1	**+1**	+1
		A3	--	+3	-1	**+1**	+2
		A1	--	**+4**	--	-1	+2
A3	A2	A2	--	**+4**	+1	--	--
		A3	--	**+4**	-1	-1	+3
		A1	--	+3	+1	--	+1
	A3	A2	--	+2	**+2**	**+1**	--
		A3	--	+3	+1	--	+1

Items and Materials

RODS

Rod of Earth, Earth Wand, Terra Wand

Q1 — WHAT MAGICK IMPRESSES THE MOST?
- A1 The flash of fire!
- A2 The crack of lightning!
- A3 The rumble of earth!

Q2 — WHAT WOULD YOU USE THIS ROD FOR?
- A1 To defend freedom.
- A2 To keep us together.
- A3 To restore peace!

Q3 — BLESS THE ROD!
- A1 Let us be strong.
- A2 Let us be safe.
- A3 Let us be brave.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	--	**+4**	--	-1	+2
	A1	A2	--	+3	+1	-1	+2
		A3	--	+3	--	--	+2
		A1	--	+3	+1	+1	--
A1	A2	A2	--	+2	+2	+1	--
		A3	--	+3	--	+2	--
		A1	--	**+4**	+2	-1	--
	A3	A2	--	+3	+3	-1	--
		A3	--	+3	+2	--	--
		A1	--	+2	--	--	**+3**
	A1	A2	--	+1	+1	--	**+3**
		A3	--	+1	--	+1	**+3**
		A1	--	+2	--	+2	+1
A2	A2	A2	--	+1	+1	+2	+1
		A3	--	+1	--	+3	+1
		A1	--	+2	+2	--	+1
	A3	A2	--	+1	+3	--	+1
		A3	--	+1	+2	+1	+1
		A1	--	+1	+1	+1	+2
	A1	A2	--	--	+2	+1	+2
		A3	--	--	+1	+2	+2
		A1	--	+1	+1	+3	--
A3	A2	A2	--	--	+2	+3	--
		A3	--	--	+1	**+4**	--
		A1	--	+1	+3	+1	--
	A3	A2	--	--	**+4**	+1	--
		A3	--	--	+3	+2	--

SKYBANDITS

Mythril Cutter, Wavefront, Pressurizer, Divider, Resonator

Q1 — HOW WOULD YOU LIKE YOUR SKYBANDIT?
- A1 Geared for speed.
- A2 Sleek and stylish.
- A3 Sturdy and rugged.

Q2 — WHAT ALTITUDE SHOULD IT FLY AT?
- A1 Make it hover just above ground.
- A2 Make it soar like an airship.
- A3 Make it jump high and low.

Q3 — HAIL TO THE SKYBANDIT!
- A1 Take care of Filo!
- A2 Be nice to Filo!
- A3 Don't let Filo down!

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+1	--	+3	--	+1
	A1	A2	+1	--	+1	+2	+1
		A3	**+4**	--	+1	-1	+1
		A1	--	--	+1	--	**+4**
A1	A2	A2	--	--	-1	+2	**+4**
		A3	+3	--	-1	-1	**+4**
		A1	+1	+1	+1	--	+2
	A3	A2	+1	+1	-1	+2	+2
		A3	**+4**	+1	-1	-1	+2
		A1	--	+1	+4	+1	-1
	A1	A2	--	+1	+2	**+3**	-1
		A3	+3	+1	+2	--	-1
		A1	-1	+1	+2	+1	+2
A2	A2	A2	-1	+1	--	**+3**	+2
		A3	+2	+1	--	--	+2
		A1	--	**+2**	+2	+1	--
	A3	A2	--	**+2**	--	**+3**	--
		A3	+3	**+2**	--	--	--
		A1	+1	--	**+6**	--	-2
	A1	A2	+1	--	+4	+2	-2
		A3	**+4**	--	+4	-1	-2
		A1	--	--	+4	--	+1
A3	A2	A2	--	--	+2	+2	+1
		A3	+3	--	+2	-1	+1
		A1	+1	+1	+4	--	-1
	A3	A2	+1	+1	+2	+2	-1
		A3	**+4**	+1	+2	-1	-1

SKYBANDITS

Detonator, Pyroglide, Eruptor

Q1 — WHAT WOULD YOU BUY WITH A GIL?
- A1 A flower for Penelo.
- A2 A locket for Filo.
- A3 A rat's tail for Kytes.

Q2 — WHAT WOULD YOU BUY WITH A THOUSAND GIL?
- A1 Earrings for you.
- A2 Lots of antidotes.
- A3 Potions galore.

Q3 — WHAT WOULD YOU BUY WITH A MILLION GIL?
- A1 A chamber in Ashe's palace.
- A2 My very own boat.
- A3 Another airship!

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+3	+1	-1	+2	--
	A1	A2	+1	+1	--	**+3**	--
		A3	+1	--	-1	+2	+3
		A1	+2	+1	+1	+2	-1
A1	A2	A2	--	+1	+2	**+3**	-1
		A3	--	--	+1	+2	+2
		A1	+2	--	+2	+1	--
	A3	A2	--	--	+3	+2	--
		A3	--	-1	+2	+1	+3
		A1	**+4**	**+1**	--	--	--
	A1	A2	+2	**+1**	+1	+1	--
		A3	+2	--	--	--	+3
		A1	+3	--	+1	+2	-1
A2	A2	A2	+1	--	+2	**+3**	-1
		A3	+1	-1	+1	+2	+2
		A1	+3	--	+3	-1	--
	A3	A2	+1	--	**+4**	--	--
		A3	+1	-1	+3	-1	+3
		A1	+3	+1	-1	--	+2
	A1	A2	+1	+1	--	+1	+2
		A3	+1	--	-1	--	**+5**
		A1	+2	**+1**	+1	--	+1
A3	A2	A2	--	**+1**	+2	+1	+1
		A3	--	--	+1	--	+4
		A1	+2	--	+2	-1	+2
	A3	A2	--	--	+3	--	+2
		A3	--	-1	+2	-1	**+5**

SKYBANDITS

Rainmaker

Q1 — COULD A SKYBANDIT BE USED AS A SHIP?
- A1 That's ridiculous.
- A2 It just… might… work.
- A3 Only one way to find out.

Q2 — WHO INVENTED THE SKYBANDIT?
- A1 Must've been a moogle.
- A2 Who indeed.
- A3 Who cares?

Q3 — I WANT TO RIDE A SKYBANDIT!
- A1 Who doesn't?
- A2 You should ask Filo.
- A3 You'd fall right off.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+2	-1	+1	+3	--
	A1	A2	+1	-1	**+2**	+3	--
		A3	+1	-1	+1	+2	+2
		A1	+2	--	+1	+1	+1
A1	A2	A2	+1	--	**+2**	+1	+1
		A3	+1	--	+1	--	+3
		A1	**+3**	--	+1	+1	--
	A3	A2	+2	--	**+2**	+1	--
		A3	+2	--	+1	--	+2
		A1	+1	-1	--	+4	+1
	A1	A2	--	-1	+1	+4	+1
		A3	--	-1	--	+3	+3
		A1	+1	**+1**	--	+1	+2
A2	A2	A2	--	**+1**	+1	+1	+2
		A3	--	**+1**	--	--	**+4**
		A1	+2	**+1**	--	+1	+1
	A3	A2	+1	**+1**	+1	+1	+1
		A3	+1	**+1**	--	--	+3
		A1	+1	-1	--	**+5**	--
	A1	A2	--	-1	+1	**+5**	--
		A3	--	-1	--	+4	+2
		A1	+1	--	--	+3	+1
A3	A2	A2	--	--	+1	+3	+1
		A3	--	--	--	+2	+3
		A1	+2	--	--	+3	--
	A3	A2	+1	--	+1	+3	--
		A3	+1	--	--	+2	+2

SKYBANDITS

Discharger

Q1 — WOULDN'T FILO'S EARRING LOOK GREAT ON ME?
- A1 Want me to buy you one?
- A2 What earring?
- A3 I like you just the way you are.

Q2 — DO YOU FIND ME ATT--?
- A1 You're acting strange.
- A2 At what?
- A3 Finish the sentence!

Q3 — BREATHING, BREATHE-- HEAVING BRE-- HEAVING BREATH--
- A1 Are you trying to tell me something?
- A2 Snap out of it!
- A3 You need to calm down.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+1	+1	+1	-1	+3
	A1	A2	--	+1	--	--	+4
		A3	--	+1	-1	-1	**+6**
		A1	+1	**+3**	--	--	+1
A1	A2	A2	--	**+3**	-1	**+1**	+2
		A3	--	**+3**	-2	--	+4
		A1	+2	+1	+2	-1	+1
	A3	A2	+1	+1	+1	--	+2
		A3	+1	+1	--	-1	+4
		A1	+2	--	+1	--	+2
	A1	A2	+1	--	--	**+1**	+1
		A3	+1	--	-1	--	+5
		A1	+2	+2	--	--	+1
A2	A2	A2	+1	+2	-1	**+1**	+2
		A3	+1	+2	-2	--	+4
		A1	**+3**	+1	+1	--	--
	A3	A2	+2	+1	--	**+1**	+1
		A3	+2	+1	-1	--	+3
		A1	+1	-1	--	**+5**	--
	A1	A2	--	-1	+1	**+1**	+4
		A3	--	-1	--	--	**+6**
		A1	+1	+2	+1	--	+1
A3	A2	A2	--	+2	--	**+1**	+2
		A3	--	+2	-1	--	+4
		A1	+2	-1	**+3**	--	+1
	A3	A2	+1	-1	+2	**+1**	+2
		A3	+1	-1	+1	--	+4

SKYBANDITS

Duster

Q1 — WHAT DO YOU THINK OF BAGAMNAN'S TASTE IN CLOTHING?
- A1 You mean his lack of taste?
- A2 I've seen worse.
- A3 I'd say it suits him.

Q2 — ISN'T FILO STYLISH?
- A1 Penelo's not half bad, either.
- A2 If you say so.
- A3 I'll hand it to her-- she's original!

Q3 — WHO DRESSES THE BEST? YOU SAY PENELO, RIGHT?
- A1 Don't put words in my mouth!
- A2 Actually, I'd say Balthier does.
- A3 You're looking pretty sharp.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+2	**+1**	+2	--	--
	A1	A2	+4	**+1**	--	--	--
		A3	+2	**+1**	+1	+1	--
		A1	+3	**+1**	+3	-2	--
A1	A2	A2	**+5**	**+1**	+1	-2	--
		A3	+3	**+1**	+2	-1	--
		A1	+2	**+1**	+3	-2	**+1**
	A3	A2	+4	**+1**	+1	-2	**+1**
		A3	+2	**+1**	+2	-1	**+1**
		A1	--	--	+3	+2	--
	A1	A2	+2	--	+1	+2	--
		A3	--	--	+2	+3	--
		A1	+1	--	**+4**	--	--
A2	A2	A2	+3	--	+2	--	--
		A3	+1	--	+3	+1	--
		A1	--	--	**+4**	--	**+1**
	A3	A2	+2	--	+2	--	**+1**
		A3	--	--	+3	+1	**+1**
		A1	--	-1	+2	+4	--
	A1	A2	+2	-1	--	+4	--
		A3	--	-1	+1	**+5**	--
		A1	+1	-1	+3	+2	--
A3	A2	A2	+3	-1	+1	+2	--
		A3	+1	-1	+2	+3	--
		A1	--	-1	+3	+2	**+1**
	A3	A2	+2	-1	+1	+2	**+1**
		A3	--	-1	+2	+3	**+1**

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

Items and Materials

LANCES

Mythril Lance, Blood Lance, Holy Lance

Q1 — HOW LONG SHOULD THIS WEAPON BE?
- A1 The longer the better.
- A2 Can it be adjustable?
- A3 Keep it short.

Q2 — IN WHAT TERRAIN IS A SPEAR BEST?
- A1 A clear, level field.
- A2 Rocky heights.
- A3 It's all the same.

Q3 — ANY INSCRIPTION FOR THE WEAPON?
- A1 Freedom
- A2 Flight
- A3 Loyalty

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+2	-1	+1	+1	+2
	A1	A2	+2	--	+1	**+2**	--
		A3	+3	--	+1	+1	--
		A1	+3	-1	+1	--	+2
A1	A2	A2	+3	--	+1	+1	--
		A3	**+4**	--	+1	--	--
		A1	+3	--	-1	+1	+2
	A3	A2	+3	+1	-1	**+2**	--
		A3	**+4**	+1	-1	+1	--
		A1	--	--	**+2**	+1	+2
	A1	A2	--	+1	**+2**	**+2**	--
		A3	+1	+1	**+2**	+1	--
		A1	+1	--	**+2**	--	+2
A2	A2	A2	+1	+1	**+2**	+1	--
		A3	+2	+1	**+2**	--	--
		A1	+1	+1	--	+1	+2
	A3	A2	+1	**+2**	--	**+2**	--
		A3	+2	**+2**	--	+1	--
		A1	--	-1	+1	+1	**+4**
	A1	A2	--	--	+1	**+2**	+2
		A3	+1	--	+1	+1	+2
		A1	+1	-1	+1	--	**+4**
A3	A2	A2	+1	--	+1	+1	+2
		A3	+2	--	+1	--	+2
		A1	+1	**+2**	-1	--	+3
	A3	A2	+1	+1	-1	**+2**	+2
		A3	+2	+1	-1	+1	+2

LANCES

Red Halberd, Pyrolance

Q1 — ALL AEGYL HAVE WINGS?
- A1 That is correct.
- A2 I think so.
- A3 Don't they?

Q2 — HOW MUCH DO WINGS WEIGH?
- A1 Can't be too much.
- A2 How should I know?
- A3 Llyud might have a better idea…

Q3 — LET'S SAY YOU JUST SPROUTED WINGS…
- A1 I'd challenge Llyud to a race.
- A2 I'd support Filo from the air.
- A3 I'd fly right beside the Strahl.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	**+5**	--	+1	--	-1
	A1	A2	+3	--	+1	--	+1
		A3	+4	--	+1	--	--
		A1	+4	+1	--	-1	+1
A1	A2	A2	+2	+1	--	-1	+3
		A3	+3	+1	--	-1	+2
		A1	+4	--	--	+1	--
	A3	A2	+2	--	--	+1	+2
		A3	+3	--	--	+1	+1
		A1	+3	+1	+1	+1	-1
	A1	A2	+1	+1	+1	+1	+1
		A3	+3	+1	+1	+1	--
		A1	+2	**+2**	--	--	+1
A2	A2	A2	--	**+2**	--	--	+3
		A3	+1	**+2**	--	--	+2
		A1	+2	+1	--	**+2**	--
	A3	A2	--	+1	--	**+2**	+2
		A3	+1	+1	--	**+2**	+1
		A1	+3	--	**+2**	--	--
	A1	A2	+1	--	**+2**	--	+2
		A3	+2	--	**+2**	--	+1
		A1	+2	+1	+1	-1	+2
A3	A2	A2	--	+1	+1	-1	**+4**
		A3	+1	+1	+1	-1	+3
		A1	+2	--	+1	+1	+1
	A3	A2	--	--	+1	+1	+3
		A3	+1	--	+1	+1	+2

LANCES

Trident, Ice Lance

Q1 — WHY IS THE SKY BLUE?
- A1 Never really considered it.
- A2 It's a reflection of the ocean?
- A3 It's something to do with sunlight.

Q2 — IF IT WAS JUST YOU AND I ON A DESERTED ISLAND…
- A1 We'd get to know each other.
- A2 I'd have to do the hunting.
- A3 You could teach me weapon-forging.

Q3 — WHO DO YOU SECRETLY ADMIRE?
- A1 Balthier, I guess.
- A2 Um… Penelo.
- A3 Ashe is pretty special.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+2	--	+1	+2	--
	A1	A2	+1	+1	+1	+2	--
		A3	+1	--	+1	+1	+2
		A1	**+3**	+1	--	+1	--
A1	A2	A2	+2	**+2**	--	+1	--
		A3	+2	+1	--	--	+2
		A1	+2	+1	--	+3	-1
	A3	A2	+1	**+2**	--	+3	-1
		A3	+1	+1	--	+2	+1
		A1	+1	-1	**+2**	+3	--
	A1	A2	--	--	**+2**	+3	--
		A3	--	-1	**+2**	+2	+2
		A1	+2	--	+1	+2	--
A2	A2	A2	+1	+1	+1	+2	--
		A3	+1	--	+1	+1	+2
		A1	+2	--	+1	**+4**	-1
	A3	A2	--	+1	+1	**+4**	-1
		A3	--	--	+1	+3	+1
		A1	+1	-1	+1	+3	+1
	A1	A2	--	--	+1	+3	+1
		A3	--	-1	+1	+2	**+3**
		A1	+2	--	--	+2	+1
A3	A2	A2	+1	+1	--	+2	+1
		A3	+1	--	--	+1	**+3**
		A1	+1	--	--	**+4**	--
	A3	A2	--	+1	--	**+4**	--
		A3	--	--	--	+3	+2

LANCES

Storm Lance, Lúin

Q1 — HOW CAN YOU RECOGNIZE A TRUE WARRIOR?
- A1 By his courage.
- A2 By his honor.
- A3 By his skill.

Q2 — NAME YOUR RIVAL.
- A1 Probably Balthier.
- A2 Anyone but Penelo.
- A3 Basch, but I'm no match for him.

Q3 — DO YOU CONSIDER YOURSELF A WARRIOR?
- A1 Not quite.
- A2 You could say that.
- A3 I'm a sky pirate.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	--	--	+2	+2	+1
	A1	A2	--	-1	**+3**	+1	+2
		A3	--	-1	+1	+1	+4
		A1	--	+1	+2	+2	--
A1	A2	A2	--	--	+1	+1	+3
		A3	--	--	+2	+1	+2
		A1	**+3**	--	--	--	+2
	A3	A2	+2	-1	**+3**	--	+1
		A3	+1	-1	**+3**	--	+2
		A1	+1	+1	-1	**+3**	+1
	A1	A2	+2	--	--	+1	+2
		A3	--	--	-1	+1	**+5**
		A1	+1	**+2**	-1	**+3**	--
A2	A2	A2	--	+1	--	+1	+3
		A3	+2	+1	-1	+1	+2
		A1	+1	+1	--	**+3**	--
	A3	A2	+1	--	+1	+2	+1
		A3	+1	--	--	+2	+2
		A1	+2	+1	--	+1	+1
	A1	A2	+2	--	+1	--	+2
		A3	+2	--	--	--	+3
		A1	+2	**+2**	--	+1	--
A3	A2	A2	+2	+1	+1	--	+1
		A3	+1	--	--	+2	+1
		A1	+1	--	+2	+1	+1
	A3	A2	**+3**	--	+2	-1	+1
		A3	**+3**	--	+1	-1	+2

LANCES

Buluc Chabtan

Q1 — DON'T YOU FIND LLYUD A BIT INTIMIDATING?
- A1 Not once you get to know him.
- A2 He can be distant at times.
- A3 Not compared to Ashe!

Q2 — I WANT LLYUD'S ARMLET!
- A1 Good luck with that.
- A2 Can't you make one?
- A3 It wouldn't fit you.

Q3 — I WANT TO BE FRIENDS WITH LLYUD!
- A1 Try talking to him!
- A2 You already are!
- A3 It's only a matter of time.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+1	--	+2	+2	--
	A1	A2	+2	--	+1	+2	--
		A3	+2	--	+1	+1	+1
		A1	--	**+2**	+2	+1	--
A1	A2	A2	--	+1	+2	+2	--
		A3	+1	--	--	**+3**	+1
		A1	--	--	+4	+2	-1
	A3	A2	+1	**+2**	+2	+1	-1
		A3	+1	--	+2	+2	--
		A1	+2	+1	+2	-1	+1
	A1	A2	+2	+1	--	+1	+1
		A3	**+3**	+1	--	-1	**+2**
		A1	+1	+1	+2	--	+1
A2	A2	A2	+1	+1	--	+2	+1
		A3	+2	+1	--	--	**+2**
		A1	+1	+1	+4	-1	--
	A3	A2	+1	+1	+2	+1	--
		A3	+2	+1	+2	-1	+1
		A1	+1	--	+4	--	--
	A1	A2	+1	--	+2	+2	--
		A3	+2	--	+2	--	+1
		A1	--	--	+4	+1	--
A3	A2	A2	--	--	+2	**+3**	--
		A3	+1	--	+2	+1	+1
		A1	--	+1	**+5**	--	-1
	A3	A2	**+3**	--	+1	+2	-1
		A3	+1	--	+4	--	--

GUNS

Rigel, Arcturus, Polaris

Q1 — WHAT MUST THIS GUN BE?
- A1 It's gotta be light.
- A2 It's gotta be powerful.
- A3 It's gotta be steady.

Q2 — WHAT SHOULD IT FIRE?
- A1 Hard shells.
- A2 Quick shells.
- A3 Large shells.

Q3 — WHAT WILL YOU DO WITH THIS GUN?
- A1 Restore sky pirate honor.
- A2 Eliminate evil.
- A3 Make peace.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	--	--	+2	**+2**	+1
	A1	A2	+2	--	**+3**	--	--
		A3	+1	--	**+3**	+1	--
		A1	--	--	-1	**+2**	**+4**
A1	A2	A2	+2	--	--	--	+3
		A3	+1	--	--	+1	+3
		A1	+1	--	+1	**+2**	+1
	A3	A2	+3	--	+2	--	--
		A3	+2	--	+2	+1	--
		A1	+2	--	+2	**+2**	-1
	A1	A2	+4	--	**+3**	--	-2
		A3	+3	--	**+3**	+1	-2
		A1	+2	--	-1	**+2**	+2
A2	A2	A2	+4	--	--	--	+1
		A3	+3	--	--	+1	+1
		A1	+3	--	+1	**+2**	-1
	A3	A2	**+5**	--	+2	--	-2
		A3	+4	--	+2	+1	-2
		A1	-1	--	+2	**+2**	+2
	A1	A2	+1	--	**+3**	--	+1
		A3	--	--	**+3**	+1	+1
		A1	+1	--	-1	**+2**	+3
A3	A2	A2	+1	--	--	--	**+4**
		A3	--	--	--	+1	**+4**
		A1	--	--	+1	**+2**	+2
	A3	A2	+2	--	+2	--	+1
		A3	+1	--	+2	+1	+1

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GUNS

Regulus

Q1 — WHAT SORT OF MAN IS BALTHIER?
- A1 A leading man.
- A2 A loquacious man.
- A3 A ladies' man.

Q2 — WHAT IS FREEDOM TO YOU?
- A1 Not being held down.
- A2 Bouncing around like Balthier.
- A3 Soaring through open skies.

Q3 — WHAT'S THE BEST PART ABOUT BEING A SKY PIRATE?
- A1 The things you see.
- A2 The places you go.
- A3 The people you meet.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	-	-	+3	+1	+1
	A1	A2	+1	-	+2	+1	+1
		A3	-	-	+2	+2	+1
		A1	-	-	+3	+2	-
A1	A2	A2	+1	-	+2	+2	-
		A3	-	-	+2	**+3**	-
		A1	-	-	**+4**	+1	-
	A3	A2	+1	-	+3	+1	-
		A3	-	-	+3	+2	-
		A1	+1	-	+3	-	+1
	A1	A2	**+2**	-	+2	-	+1
		A3	+1	-	+2	+1	+1
		A1	+1	-	+3	+1	-
A2	A2	A2	**+2**	-	+2	+1	-
		A3	+1	-	+2	+2	-
		A1	+1	-	**+4**	-	-
	A3	A2	**+2**	-	+3	-	-
		A3	+1	-	+3	+1	-
		A1	-	-	+2	+1	**+2**
	A1	A2	+1	-	+1	+1	**+2**
		A3	-	-	+1	+2	**+2**
		A1	-	-	+2	+2	+1
A3	A2	A2	+1	-	+1	+2	+1
		A3	-	-	+1	**+3**	+1
		A1	-	-	+3	+1	+1
	A3	A2	+1	-	+2	+1	+1
		A3	-	-	+2	+2	+1

BOWS

Elfin Bow, Artemis Bow

Q1 — WHAT COMES FIRST IN A BOW?
- A1 Tight stringing.
- A2 A smooth curve.
- A3 An easy grip.

Q2 — HOW DO YOU LIKE YOUR ARROWHEADS?
- A1 Straight and narrow.
- A2 With jagged edges.
- A3 Wide and flat.

Q3 — HOW DOES A BOW SEE ITS ARROWS?
- A1 As its very own children.
- A2 As its bitter rivals.
- A3 As its brothers in arms.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+3	--	-1	+2	+1
	A1	A2	**+4**	--	-1	--	+2
		A3	+3	--	--	+1	+1
		A1	+1	**+2**	-1	+2	+1
A1	A2	A2	+2	**+2**	-1	--	+2
		A3	+1	**+2**	--	+1	+1
		A1	+1	--	--	**+3**	+1
	A3	A2	+2	--	--	+1	+2
		A3	+1	--	+1	+2	+1
		A1	+1	--	--	+2	+2
	A1	A2	+2	--	--	--	**+3**
		A3	+1	--	+1	+1	+2
		A1	-1	**+2**	--	+2	+2
A2	A2	A2	--	**+2**	--	--	**+3**
		A3	-1	**+2**	+1	+1	+2
		A1	-1	--	+1	**+3**	+2
	A3	A2	--	--	+1	+1	**+3**
		A3	-1	--	**+2**	+2	+2
		A1	+2	--	--	+2	+1
	A1	A2	+3	--	--	--	+2
		A3	+2	--	+1	+1	+1
		A1	--	**+2**	--	+2	+1
A3	A2	A2	+1	**+2**	-1	--	**+3**
		A3	--	**+2**	+1	+1	+1
		A1	--	--	+1	**+3**	+1
	A3	A2	+1	--	+1	+1	+2
		A3	--	--	**+2**	+2	+1

BOWS

Perseus Bow

Q1 — WHO HAS CUTER EARS, ME OR FRAN?
- A1 I'm not even going to answer that.
- A2 Fran, obviously.
- A3 Why, you do, Cu Sith!

Q2 — HOW DO YOU THINK FRAN GREW SO TALL?
- A1 How would I know?
- A2 The same way all viera do.
- A3 Maybe it's what she eats.

Q3 — SHOW ME YOUR BEST FRAN IMPRESSION?
- A1 No way! She'd kill me!
- A2 Y-You do it!
- A3 Hot…the Mist is hot.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	-2	+1	+2	**+4**	--
	A1	A2	--	+1	+2	+2	--
		A3	-1	+2	--	+3	+1
		A1	-1	--	+2	+3	+1
A1	A2	A2	+1	--	+2	+1	+1
		A3	--	+1	--	+2	+2
		A1	-1	--	**+3**	+3	--
	A3	A2	+1	--	**+3**	+1	--
		A3	--	+1	+1	+2	+1
		A1	-1	+2	--	+3	+1
	A1	A2	+1	+2	--	+1	+1
		A3	--	**+3**	--	+2	**+3**
		A1	--	+1	--	+2	+2
A2	A2	A2	+2	+1	--	--	+2
		A3	--	+2	--	+1	+2
		A1	--	+1	+1	+2	+1
	A3	A2	+2	+1	+1	--	+1
		A3	+1	+2	-1	+1	+2
		A1	--	+1	+2	+3	-1
	A1	A2	+2	+1	+2	+1	-1
		A3	+1	+2	--	+2	--
		A1	--	--	+2	+3	--
A3	A2	A2	**+3**	--	+2	--	--
		A3	+2	+1	--	+1	+1
		A1	+1	--	**+3**	+2	-1
	A3	A2	**+3**	--	**+3**	--	-1
		A3	+2	+1	+1	+1	--

BOWS

Raijoudou

Q1 — HOW OLD DO YOU THINK FRAN IS?
- A1 I wish I knew.
- A2 She'll never tell.
- A3 How old do you think?

Q2 — WHAT MUST ONE BEWARE OF IN THE WILD?
- A1 Malboro attacks.
- A2 Getting lost in the woods.
- A3 Forest fires.

Q3 — HOW WOULD YOU DESCRIBE THE STENCH OF MALBORO?
- A1 Putrid.
- A2 Awful.
- A3 Wretched.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+2	**+2**	--	-1	+2
	A1	A2	--	**+2**	--	-1	**+4**
		A3	--	**+2**	--	+1	+2
		A1	+2	+1	--	--	+2
A1	A2	A2	--	+1	--	--	**+4**
		A3	--	+1	+1	+1	+2
		A1	+3	+1	-1	--	+2
	A3	A2	+1	+1	-1	--	**+4**
		A3	+1	+1	--	+1	+2
		A1	+3	+1	-1	+2	--
	A1	A2	+1	+1	-1	+2	+2
		A3	+1	+1	--	**+3**	--
		A1	+3	--	--	+1	+1
A2	A2	A2	+1	--	--	+1	+3
		A3	+1	--	+1	+2	+1
		A1	**+4**	--	+1	-1	+1
	A3	A2	+2	--	+1	-1	+3
		A3	+2	--	--	+2	+1
		A1	+2	+1	--	+1	+1
	A1	A2	--	+1	--	+1	+3
		A3	--	+1	+1	+2	+1
		A1	+2	--	+1	--	+2
A3	A2	A2	--	--	+1	--	**+4**
		A3	--	--	**+2**	+1	+2
		A1	+3	--	--	--	+2
	A3	A2	+1	--	--	--	**+4**
		A3	+1	--	+1	+1	+2

HAND BOMBS

Hornito, Fumarole, Caldera

Q1 — WORD ASSOCIATION: EXPLOSION.
- A1 Ka-boom!
- A2 Ka-blooey!
- A3 How do you play this game?

Q2 — WHAT IS AN EXPLOSIVE JUST NOT AN EXPLOSIVE WITHOUT?
- A1 A big bang.
- A2 A broad blast radius.
- A3 A detonator?

Q3 — PLEAD YOUR PASSION TO THE POWDER KEG!
- A1 I will surpass Balthier!
- A2 I will defend my friends!
- A3 I will protect Penelo!

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	-1	--	**+4**	--	**+2**
	A1	A2	--	+1	**+4**	--	--
		A3	+1	--	**+4**	+1	-1
		A1	-1	--	+2	+2	**+2**
A1	A2	A2	--	+1	+2	+2	--
		A3	+1	--	+2	**+3**	-1
		A1	--	+2	+1	--	**+2**
	A3	A2	--	+3	+2	--	--
		A3	+1	+2	+2	+1	-1
		A1	--	+1	+2	--	**+2**
	A1	A2	+1	+2	+2	--	--
		A3	**+2**	+1	+2	+1	-1
		A1	--	+1	--	+2	**+2**
A2	A2	A2	+1	+2	--	+2	--
		A3	**+2**	+1	--	**+3**	-1
		A1	--	+3	--	--	**+2**
	A3	A2	+1	**+4**	--	--	--
		A3	**+2**	+3	--	+1	-1
		A1	-1	+1	+2	+1	**+2**
	A1	A2	--	+2	+2	+1	--
		A3	-1	+1	+3	+1	+1
		A1	-1	+1	--	**+3**	**+2**
A3	A2	A2	--	+2	--	**+3**	--
		A3	+1	+1	+1	**+3**	-1
		A1	-1	+3	--	+1	**+2**
	A3	A2	--	**+4**	--	+1	--
		A3	+1	+3	+1	+1	-1

HAND BOMBS

Tumulus

Q1 — WHY ARE ROYALS SO SHORT-TEMPERED?
- A1 I guess Ashe fits that bill.
- A2 It really depends on the person.
- A3 They are under a lot of pressure.

Q2 — SHOULD I VISIT DALMASCA?
- A1 Yeah, now that Ashe is there.
- A2 If you wanna see where we're from.
- A3 Without further delay!

Q3 — WHAT WOULD YOU DO AS KING FOR A DAY?
- A1 Hold a grand banquet.
- A2 Open my chambers to the public.
- A3 Set sail aboard the royal fleet.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+1	+2	+1	+1	--
	A1	A2	+2	+3	-1	+1	--
		A3	**+3**	+2	--	-1	+1
		A1	+1	--	**+3**	+1	--
A1	A2	A2	+2	+1	+1	+1	--
		A3	**+3**	--	+2	-1	+1
		A1	+1	--	+1	+1	+2
	A3	A2	+2	+3	--	+2	-2
		A3	+1	+1	+1	+1	+1
		A1	+1	+3	--	+1	--
	A1	A2	--	**+5**	-1	+1	--
		A3	--	+4	+1	-1	+1
		A1	-1	+2	**+3**	+1	--
A2	A2	A2	--	+3	+1	+1	--
		A3	--	+3	+2	-1	+1
		A1	-1	+2	+1	+1	+2
	A3	A2	--	+3	-1	+1	+2
		A3	--	+3	--	-1	**+3**
		A1	-1	+2	+1	**+3**	--
	A1	A2	--	+3	-1	**+3**	--
		A3	--	+3	--	+1	+1
A3	A2	A2	-1	--	**+3**	**+3**	--
		A3	--	+1	+1	**+3**	--
		A1	--	+1	+2	+1	+1
	A3	A2	+1	--	+1	**+3**	--
		A3	--	+1	-1	**+3**	+2
		A1	-1	+2	+1	+1	+2
	A1	A2	--	+3	-1	**+3**	--
		A3	--	+3	--	-1	**+3**
		A1	-1	+2	+1	**+3**	--
A3	A2	A2	--	+3	-1	**+3**	--
		A3	--	+1	+2	+1	+1
		A1	+1	--	+1	**+3**	--
	A3	A2	--	+1	-1	**+3**	+2
		A3	--	+1	--	+1	**+3**

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TWO-HANDED SWORDS

Defender, Save the Queen

LIVE BY THE SWORD... BUT WHAT DOES THE SWORD LIVE BY?
Q1
- A1 A sharp edge.
- A2 A balanced blade.
- A3 A wieldy hilt.

WHAT IS THE MARK OF A TRUE SWORDSMAN?
Q2
- A1 A strong sword arm.
- A2 Quick wits.
- A3 A focused mind.

WHAT ADVENTURES AWAIT THIS SWORD?
Q3
- A1 Hunts for treasure.
- A2 Battles with monsters.
- A3 New discoveries.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+6	-1	+1	-1	--
	A1	A2	**+8**	--	-1	-2	--
		A3	+6	--	-1	-1	+1
		A1	+2	--	+2	**+1**	--
A1	A2	A2	+4	**+1**	--	--	--
		A3	+2	**+1**	--	**+1**	+1
		A1	+3	-1	+4	-1	--
A3	A2		+5	--	+2	-2	--
		A3	+3	--	+2	-1	+1
		A1	+5	-1	+4	-1	-2
A1	A2		+7	--	+1	-1	-2
		A3	+5	--	+1	--	-1
		A1	+1	**+1**	+5	--	-2
A2	A2	A2	+3	**+1**	+3	--	-2
		A3	+1	**+1**	+3	**+1**	-1
		A1	+2	-1	**+7**	-1	-2
A3	A2		+4	--	+4	-1	-2
		A3	+2	--	+4	--	-1
		A1	+4	--	+1	-1	+1
A1	A2		+6	--	-1	-1	+1
		A3	+4	--	-1	--	**+2**
		A1	--	**+1**	+3	--	+1
A3	A2	A2	+2	**+1**	+1	--	+1
		A3	--	**+1**	+1	**+1**	**+2**
		A1	+1	--	+4	-1	+1
A3	A2		+3	--	+2	-1	+1
		A3	+1	--	+2	--	**+2**

TWO-HANDED SWORDS

Galatyn

WHAT DOES CHIVALRY MEAN TO YOU?
Q1
- A1 The strong defending the weak.
- A2 Treating a lady proper.
- A3 Remaining loyal to one's lord.

WHOSE ATTACK HURTS THE MOST?
Q2
- A1 A scorned Penelo's.
- A2 Mine!
- A3 Basch's blade.

HOW WOULD YOU DESCRIBE BASCH?
Q3
- A1 He's a bit of a kidder.
- A2 He is a hero among heroes.
- A3 He is the guardian of Larsa's life.

Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+1	**+1**	+3	--	--
	A1	A2	+3	--	**+4**	-1	-1
		A3	+1	**+1**	+3	+1	-1
		A1	--	-1	+3	+1	+2
A1	A2	A2	+2	-2	**+4**	--	+1
		A3	--	-1	+3	+2	+1
		A1	+2	--	+3	+1	-1
A3	A2		+4	-1	+3	+1	-2
		A3	+2	--	+3	+2	-2
		A1	+1	**+1**	-1	+3	+1
A1	A2		+3	--	--	+2	--
		A3	+1	**+1**	-1	+4	--
		A1	--	-1	-1	+4	+3
A2	A2	A2	+2	-2	--	+3	+2
		A3	--	-1	-1	+5	+2
		A1	+2	--	-1	+4	--
A3	A2		+4	-1	--	+3	-1
		A3	+2	--	-1	**+5**	-1
		A1	+3	**+1**	--	--	+1
A1	A2		+5	--	+1	-1	--
		A3	+3	**+1**	--	+1	--
		A1	+2	-1	--	+1	**+3**
A3	A2	A2	+4	-2	+1	--	+2
		A3	+2	-1	--	+2	+2
		A1	+4	--	--	+1	--
A3	A2		**+6**	-1	+1	--	-1
		A3	+4	--	--	+2	-1

TWO-HANDED SWORDS

Tyrfing

HOW DO YOU BECOME A JUDGE MAGISTER?
Q1
- A1 Beats me.
- A2 It's up to the emperor.
- A3 By being like Basch.

WHAT IS LAW?
Q2
- A1 A set of rules.
- A2 A source of order.
- A3 A form of oppression.

WHAT LAW WOULD YOU WRITE?
Q3
- A1 I'd open the palace to all.
- A2 I'd lower taxes.
- A3 I'd do away with speed limits!

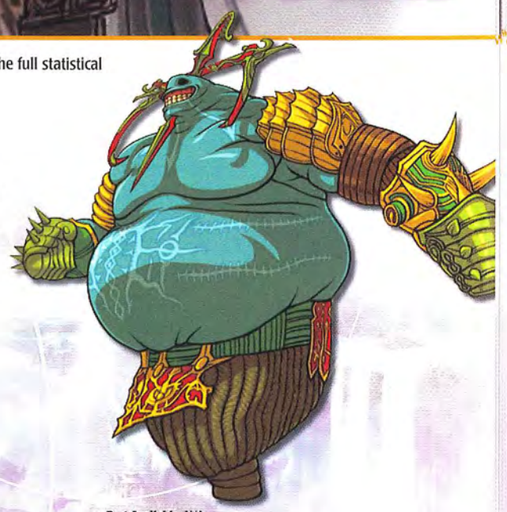
Q1	Q2	Q3	STR	MGK	STM	MND	SPD
		A1	+1	**+1**	-1	+1	+3
	A1	A2	--	**+1**	--	+2	+2
		A3	--	**+1**	-1	+1	**+4**
		A1	+1	-1	+1	+1	+3
A1	A2	A2	--	-1	+2	+2	+2
		A3	--	-1	+1	+1	**+4**
		A1	+3	--	--	--	+2
A3	A2		+2	--	+1	+1	+1
		A3	+2	--	--	--	+3
		A1	+4	**+1**	-1	+1	--
A1	A2		+3	**+1**	--	+2	-1
		A3	+3	**+1**	-1	+1	+1
		A1	+5	-2	+1	+1	--
A2	A2	A2	+3	-1	+2	+2	-1
		A3	+3	-1	+1	+1	+1
		A1	**+6**	--	--	--	-1
A3	A2		+5	--	+1	+1	-2
		A3	+5	--	--	--	--
		A1	+1	**+1**	--	+2	+1
A1	A2		--	**+1**	+1	**+3**	--
		A3	--	**+1**	--	+2	+2
		A1	+1	-1	+2	+2	+1
A3	A2	A2	--	-1	**+3**	**+3**	--
		A3	--	-1	+2	+2	+2
		A1	+3	--	+1	+1	--
A3	A2		+2	--	+2	+2	-1
		A3	+2	--	+1	+1	+1

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Unit Stats

Units

Now let's take a closer look at the folks and fauna of *Final Fantasy XII: Revenant Wings*. This section provides the full statistical lowdown on the units that populate Ivalice below and the Sky Continent Lemurés above.



ESPERS

Espers (also called Yarhi by the aegyl race) are units that leaders can summon onto the battlefield. These are the creatures represented on the Ring of Pacts. You must first make a "pact" to recruit an Esper type, then place it into your current Esper Troupe to summon it during a mission. A Summon creature can be either friendly or hostile, depending on whether it was summoned by you or by enemy leaders.

Most of the table headers are self-explanatory, but here's a look at some of the abbreviations and a few headers that may need a little extra explanation:

Cost: The amount of Affinity required to summon the Esper.

Time: The amount of time (in seconds) it takes for an Esper to appear from a summoning gate.

Str: "Strength." Affects physical damage and abilities.

Mgk: "Magick." Affects spell potency.

Stm: "Stamina." Affects physical defense.

Mnd: "Mind." Affects magick defense.

Spd: "Speed." Affects swiftness of attacks, etc.

Atk: "Attack." Physical attack power.

M-Atk: "Magick Attack." Magickal attack power.

Def: "Defense." Defense against physical attacks.

M-Def: "Magick Defense." Defense against magickal attacks.

AtkSpd: "Attack Speed." Rate of attack.

Mv: "Movement Speed." How fast the unit moves.

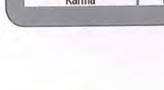
Pact Available: The availability of most Espers is simply based on your advancement along the slots in the Ring of Pacts. When you spend auracite to make a pact with an Esper and "buy its slot" on the ring, any adjacent slot then becomes available for purchase too. However, some higher-level Espers become available for a pact only after you clear certain missions. The mission you must complete to gain access to each of these powerful Espers is listed under "Pact Available."

Attributes (Growth): These values measure how much each of the unit's attributes increases per level. This lets you calculate a given enemy's attributes no matter what level they appear in-game. Here's the equation for determining an enemy's current attributes:

Base Attribute + (Growth Attribute x Current Level).

CHOCOBO

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: Large, yellow-feathered birds. Their high movement rate allows them to outrun most other units, so keep them moving to avoid charged enemy attacks.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
		None	10	4.5	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	110	9	7	7	7	10	12.25	11.75	1.75	1.75	60	0.768
GROWTH	6	6	3	5	5	6	1.5	0.75	1.25	1.25	--	0.008

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Beak	Enemy: Single	10	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

ALRAUNE

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: Vegetable-like Espers that dwell in the desert. They have the highest Stamina of all Rank I summons, making them useful against enemies that use physical attacks.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
		None	10	5	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	110	8	7	9	8	8	12	11.75	2.25	2	60	0.714
GROWTH	6	5	5	5	5	5	1.25	1.25	1.25	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Ram	Enemy: Single	10	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

TONBERRY

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: Espers that carry a lantern and a knife. Their "Knife" attack drains enemy Stamina, so add them to your deck for prolonged battles with powerful enemies.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
		None	14	7	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	230	15	13	13	13	11	15.75	15.25	3.25	3.25	45	0.714
GROWTH	8	7	6	6	5	4	1.75	1.5	1.5	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Knife	Enemy: Single	10	1	Stamina Down

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Karma	Enemy: Single	20	1	--

Unit Stats

ODIN

Pact Available: Clear 5-4



Nature
Type: Melee / Ranged / Flying

Description: The sword-wielding King of the Yarhi, Odin has high strength and speed to match. His attack's knockback effect makes it difficult for him to deal continuous damage.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
		All but Silence, Immobilize	20	15	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	620	26	23	23	20	23	21.5	20.75	5.75	5	24	0.768
GROWTH	12	8	7	7	5	8	2	1.75	1.75	1.25	--	0.003

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Zantetsuken	Enemy: Circle 1.0	25	1	Knockback

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

ZALERA

Pact Available: Clear T74



Nature
Type: Melee / Ranged / Flying

Description: A black-winged angel of death, Zalera's attacks are Healing-element. Since no enemies have resistance to this element, this makes her extremely versatile.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
		All but Slow, Immobilize	25	20	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	650	20	26	23	23	23	20	21.5	5.75	5.75	12	0.6
GROWTH	11	6	8	7	8	7	1.5	2	1.75	2	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Holy	Enemy: Single	80	4	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Holyja	Enemy: Circle 1.31	100	5	--

Other Notes: During T74 appearance: HP+1200, Str+30, Mgk+30, Stm+40, Mnd+40

GILGAMESH

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: The "Fencer of Ivalice" who wields six swords. His Slice Thrice attack deals three consecutive hits, while his Masamune ignores enemies' defense.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
		All but Sleep, Immobilize	22	20	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	680	24	23	25	23	22	21	20.75	6.25	5.75	15	0.6
GROWTH	12	7	7	8	7	7	1.75	1.75	2	1.75	-	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Slice Thrice	Enemy: Single	20x3	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Masamune	Enemy: Single	100	1	Ignores Physical Defense

Other Notes: During T81 Appearance: HP+1200, Str+30, Mgk+30, Stm+40, Mnd+40

ZODIARK

Pact Available: Clear T80



Nature
Type: Melee / Ranged / Flying

Description: The lord of all creation. Not only are his attacks powerful, but his stats are the highest of all the Espers', and he resists all status ailments.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
		All	30	25	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	1000	28	26	28	28	25	22	21.5	7	7	20	0.54
GROWTH	16	8	8	8	8	6	2	2	2	2	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Graviga	Enemy: Circle 1.0	25% of Target's HP	4	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Final Eclipse	Enemy: Circle 0.87	150	5	--

Other Notes: During T80 Appearance: HP+3500, Str+40, Mgk+40, Stm+200, Mnd+200

SYLPH

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: A small fairy who controls the wind. Her stats are low, but her Aero attack has a short action time, allowing her to assault enemies with rapid fire.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
		None	11	6	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	70	7	9	7	8	9	11.75	12.25	1.75	2	40	0.714
GROWTH	5	5	5	5	5	5	1.25	1.25	1.25	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Aero	Enemy: Single	8	4	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

GARCHIMACERA

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: A sadistic, low-ranking devil. It has decent strength and speed despite low stats overall, but its lack of status ailment resistance makes it vulnerable.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
		None	10	4.5	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	110	9	7	7	8	9	12.25	11.75	1.75	2	60	0.714
GROWTH	6	5	5	5	5	5	1.25	1.25	1.25	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Gnaw	Enemy: Single	10	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

DIABOLOS

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: A mid-ranked devil, creator of bad dreams. Its Nightmare attack causes the sleep effect, which can be used repeatedly against enemies with no resistance.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
		None	18	10	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	230	12	15	13	15	12	18	18.75	3.25	3.75	20	0.654
GROWTH	8	5	6	6	5	8	1.25	1.5	1.5	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Nightmare	Enemy: Single	15	1	Sleep

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Gravity	Enemy: Single	25% of Target's HP	5	Gravity

BAHAMUT

Pact Available: Clear T79



Nature
Type: Melee / Ranged / Flying

Description: The dragon king. His high HP makes him difficult to bring down, and the power of its Megaflare attack is nearly unrivaled.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
		All but Silence, Slow	25	20	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	900	22	21	25	24	21	20.5	20.25	6.25	6	20	0.6
GROWTH	14	8	8	7	7	6	2	2	1.75	1.75	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Bahamut Claw	Enemy: Circle 0.5	50	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Megaflare	Enemy: Circle 1.5	120	5	Disable

Other Notes: During T79 Appearance: HP+3000, Stm+200, Mnd+200, Spd+200

DJINN

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: A spirit of fire with tiny horns. Its Strength is the highest of the Rank I Espers, but its Flame Breath attack is limited by a short range.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.1)	(x0.9)	Disable	10	5	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	110	10	6	8	8	8	12.5	11.5	2	2	60	0.714
GROWTH	6	6	4	5	5	5	1.5	1	1.25	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Flame Sneeze	Enemy: Single	10	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

Other Notes: During Prologue appearance: HP+90, Str+12, Mgk+6, Stm+6, Mnd+6, Spd+12, Attack Damage = 5

BALASA

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: Burning with passion, this young Ifrit uses its Fire Fist attack to cause slow status. The attack's long action time means it can't be activated at short range.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.2)	(x0.75)	Disable	14	7	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	230	16	10	13	13	13	16	14.5	3.25	3.25	30	0.714
GROWTH	8	7	4	6	5	6	1.75	1	1.5	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Fire Fist	Enemy: Single	30	1	Slow

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

IFRIT

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: The lord of flame, controller of hellfire. It sacrifices mind for great strength, and its Hellfire attack is very useful when surrounded by enemies.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.25)	(x0.5)	All but Blind, Immobilize	20	15	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	650	26	23	23	20	23	21.5	20.75	5.75	5	30	0.654
GROWTH	13	8	7	7	6	7	2	1.75	1.75	1.5	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Burning Strike	Enemy: Single	18x2	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Hellfire	Enemy: Circle 1.5	70	1	Slow**

Other Notes: During Prologue appearance: HP+180, Str+30, Mgk+26, Stm+16, Mnd+16, Spd+29, Atk-5, M-Atk-5, Burning Strike Damage-7x2, Hellfire damage-35, Hellfire does not cause Slow effect; During T79 Appearance: HP+1200, Str+30, Mgk+30, Stm+40, Mnd+40

SALAMANDER

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: Flames rage within this boar-like Esper's body. Its long-range Fireball attack can attack enemies even across obstacles.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.1)	(x0.9)	Disable	11	6	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	70	9	7	9	7	8	12.25	11.75	2.25	1.75	30	0.714
GROWTH	5	6	4	5	5	5	1.5	1	1.25	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Fireball	Enemy: Single	10	5	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

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Unit Stats

LAMIA

Pact Available: N/A



Nature 🔥

Type Melee / **Ranged** / Flying

Description: An Esper with the torso of a woman and the body of a snake. She will use her "Entice" ability to confuse an enemy before moving onto the next target.

WEAKNESS	RESIGTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
💧 (x1.2)	🔥 (x0.5)	Disable	15	8.3	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	175	11	13	13	15	13	14.75	15.25	3.25	3.75	36	0.714
GROWTH	6	4	7	5	6	6	1	1.75	1.25	1.5	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Fire	Enemy: Single	10	4	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Entice	Enemy: Single	--	5	Confuse

WYVERN

Pact Available: N/A



Nature 🔥

Type Melee / Ranged / **Flying**

Description: A flying dragon, ruler of the skies. Its speed increases substantially as it levels up, and its Firebreath ability attacks all enemies within range.

WEAKNESS	RESIGTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
💧 (x1.2)	🔥 (x0.75)	Disable	14	6.3	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	230	13	13	11	13	15	15.25	15.25	2.75	3.25	60	0.714
GROWTH	8	6	4	6	5	7	1.5	1	1.5	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Gnaw	Enemy: Single	10	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Firebreath	Enemy: Pierce	15	3	--

CÚCHULAINN

Pact Available: N/A



Nature 💧

Type **Melee** / Ranged / Flying

Description: This god of impurity's body swells with poisonous liquid. His Blight skill boasts the longest range of all melee-type Espers.

WEAKNESS	RESIGTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
⚡ (x1.2)	💧 (x0.75)	Poison, Slow, Stop, Immobilize, Disable	14	7	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	230	12	12	19	12	10	15	15	4.75	3	60	0.6
GROWTH	9	4	4	5	12	3	1	1	1.25	3	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Malaise	Enemy: Single	15	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Blight	Enemy: Single	--	5	Poison

SHIVAR

Pact Available: N/A



Nature 💧

Type Melee / **Ranged** / Flying

Description: Shiva's lover. Although his Absolute Zero attack doesn't deal damage, it causes the Stop effect to literally halt enemies in their tracks.

WEAKNESS	RESIGTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
🔥 (x1.2)	💧 (x0.75)	Poison	18	8.3	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	170	10	16	13	13	14.5	16	3.25	3.25	36	0.714	
GROWTH	6	4	6	5	7	6	1	1.5	1.25	1.75	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Blizzard	Enemy: Single	10	4	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Absolute Zero	Enemy: Single	--	5	Stop

BELIAS

Pact Available: Clear 4-5



Nature 🔥

Type Melee / **Ranged** / Flying

Description: A devil of flame, protector of holy lands. Unlike most Espers of his element, Belias relies on magick over physical strength.

WEAKNESS	RESIGTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
💧 (x1.25)	🔥 (x0.5)	All but Sleep, Slow	20	15	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	400	22	27	22	23	21	20.5	21.78	5.5	5.75	24	0.6
GROWTH	9	7	9	7	7	5	1.75	2.25	1.75	1.75	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Painflare	Enemy: Single	30	5	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Firaja	Enemy: Circle 1.31	30	5	--

Other Notes: During 4-5 Appearance: HP +1200, Str+20, Mgk+20, Stm+40, Mnd+40

CHAOS

Pact Available: Clear 8-4



Nature 🔥

Type Melee / Ranged / **Flying**

Description: The god who presides over the cycle of rebirth, Chaos wields his four swords at close range while dealing damage at a distance with his "Flare" attack.

WEAKNESS	RESIGTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
💧 (x1.25)	🔥 (x0.5)	All but Silence, Slow	20	15	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	600	22	24	22	23	24	20	21	5.5	5.75	24	0.654
GROWTH	12	6	8	6	7	8	1.5	2	1.5	1.75	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Quadrastrike	Enemy: Single	10x4	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Flare	Enemy: Single	100	6	--

Other Notes: During 8-4 Appearance: HP+2500, Str+100, Mgk+100, Stm+200, Mnd+200, Spd+200

LEVIATHAN

Pact Available: N/A



Nature 💧

Type **Melee** / Ranged / Flying

Description: An ancient dragon who sleeps beneath the waves. High strength and mind make him very durable, while his Tidal Wave balances range and power.

WEAKNESS	RESIGTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
⚡ (x1.25)	💧 (x0.5)	All but Silence, Stop	20	15	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	610	22	22	25	25	21	20.5	20.5	6.25	6.25	30	0.654
GROWTH	12	6	6	8	9	6	1.5	1.5	2	2.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Barracuda Dive	Enemy: Circle 1.25	25	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Tidal Wave	Enemy: Circle 1.0	80	4	--

SHIVA

Pact Available: Clear T79



Nature 💧

Type Melee / **Ranged** / Flying

Description: The Empress of Ice. Her long-reaching Diamond Dust ability can inflict even distant enemies with the Stop status effect.

WEAKNESS	RESIGTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
🔥 (x1.25)	💧 (x0.5)	All but Sleep, Disable	20	15	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	400	20	26	23	23	23	20	21.5	5.75	5.75	30	0.654
GROWTH	9	5	9	7	7	7	1.25	2.25	1.75	1.75	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Triple Slap	Enemy: Single	15x3	5	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Diamond Dust	Enemy: Circle 1.5	60	5	Stop

Other Notes: During T79 appearance: HP+1200, Str+30, Mgk+30, Stm+40, Mnd+40

BOMB

Pact Available: N/A



Nature 🔥

Type Melee / Ranged / **Flying**

Description: A grenade-like Esper who flies through the air. It can sacrifice itself to exchange its current HP for damage to all surrounding enemies.

WEAKNESS	RESIGTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
💧 (x1.1)	🔥 (x0.9)	Disable	10	4.5	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	110	9	7	9	7	8	12.25	11.75	2.25	1.75	60	0.714
GROWTH	6	6	4	5	5	5	1.5	1	1.25	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Bomb Blast	Enemy: Single	10	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Self-destruct	Enemy: Circle 1.5	Own HP	0.75	--

SAHAGIN

Pact Available: N/A



Nature 💧

Type **Melee** / Ranged / Flying

Description: This penguin-like Esper wears a hat to prevent sunburn. Though weak, it has a relatively high speed and resists poison.

WEAKNESS	RESIGTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
⚡ (x1.1)	💧 (x0.9)	Poison	10	5	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	110	8	7	8	8	9	12	11.75	2	2	60	0.714
GROWTH	6	5	4	5	6	5	1.25	1	1.25	1.5	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Smack	Enemy: Single	10	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

SHIVAN

Pact Available: N/A



Nature 💧

Type Melee / **Ranged** / Flying

Description: The daughter of Shiva and Shivar. Other than strength, all of her attributes are quite high, with Magick at the top class of all Rank I Espers.

WEAKNESS	RESIGTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
🔥 (x1.1)	💧 (x0.9)	Poison	11	6	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	70	6	10	8	8	8	11.5	12.5	2	2	36	0.714
GROWTH	5	4	5	5	6	5	1	1.25	1.25	1.5	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Blizzard	Enemy: Single	10	4	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

FAMFRIT

Pact Available: Clear T77



Nature 💧

Type Melee / **Ranged** / Flying

Description: A dark cloud who carries a water jug. His Magick is low compared to other Water types, but his HP and Stamina are high, and his Tsunami is powerful.

WEAKNESS	RESIGTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
⚡ (x1.25)	💧 (x0.5)	All but Blind, Slow	22	20	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	670	23	23	26	23	20	20.75	20.75	6.5	5.75	24	0.6
GROWTH	11	7	8	8	7	6	1.75	2	2	1.75	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Briny Cannonade	Enemy: Single	35	4	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Tsunami	Enemy: Circle 0.87	90	4	--

Other Notes: During T77 Appearance: HP+1500, Str+15, Mgk+15, Stm+50, Mnd+60

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AQUARIUS

Pact Available: N/A



Nature 💧 (Water)

Type Melee / Ranged / **Flying**

Description: A fish-like Esper whose high movement speed causes it to get ahead of the party. Its HP is low, though, so keep it safe in the back.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
⚡ (x1.1)	💧 (x0.9)	Poison	10	4.5	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	110	8	7	8	7	10	12	11.75	2	1.75	60	0.708
GROWTH	6	5	4	5	6	5	1.25	1	1.25	1.5	--	0.006

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Bubblebath	Enemy: Single	10	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

REMORA

Pact Available: N/A



Nature ⚡ (Lightning)

Type **Melee** / Ranged / Flying

Description: A machine Esper. Its speed starts relatively low, but increases significantly as it levels up.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
💧 (x1.1)	⚡ (x0.9)	Confuse	10	5	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	110	9	7	9	7	8	12.25	11.75	2.25	1.75	60	0.714
GROWTH	6	5	4	5	5	6	1.25	1	1.25	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Thunderchop	Enemy: Single	10	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

SIREN

Pact Available: N/A



Nature 💧 (Water)

Type Melee / Ranged / **Flying**

Description: A fairy songstress who flies through the air. Though her strength is low, her attack does plenty of damage, and also causes the Stop effect.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
⚡ (x1.2)	💧 (x0.75)	Poison	15	6.3	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	230	11	15	11	15	13	14.75	15.75	2.75	3.75	20	0.714
GROWTH	8	5	6	5	6	6	1.25	1.5	1.25	1.5	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Kickline Dance	Enemy: Single	20	1	Stop

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

IXION

Pact Available: N/A



Nature ⚡ (Lightning)

Type **Melee** / Ranged / Flying

Description: A giant horse whose body courses with electricity. Its Hoof Kick attack is relatively weak, but can be performed rapidly.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
🟤 (x1.2)	⚡ (x0.75)	Confuse	14	7	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	230	13	13	12	12	15	15.25	15.25	3	3	60	0.708
GROWTH	8	6	4	6	5	7	1.5	1	1.5	1.25	--	0.0069

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Hoof Kick	Enemy: Single	15	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

MATEUS

Pact Available: Clear 6-4



Nature 💧 (Water)

Type Melee / Ranged / **Flying**

Description: The Empress who stole the Queen of Ice's throne. She uses the piercing attack Flash-Freeze, and the powerful area-effect Blizzaja.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
⚡ (x1.25)	💧 (x0.5)	All but Silence, Immobilize	20	15	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	620	23	23	20	26	23	20.75	20.75	5	6.5	30	0.654
GROWTH	12	7	7	5	9	7	1.75	1.75	1.25	2.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Flash-Freeze	Enemy: Pierce	25	2.5	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Blizzaja	Enemy: Circle 1.31	80	6	--

Other Notes: During 6-4 Appearance: HP+1500, Str+30, Mgk+30, Stm+100, Mnd+100

SHEMHAZAI

Pact Available: Clear T67



Nature ⚡ (Lightning)

Type **Melee** / Ranged / Flying

Description: The Esper also known as the Whisperer. Its extremely long-range Thundaja spell does massive damage to enemies before they get close.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
🟤 (x1.25)	⚡ (x0.5)	All but Blind, Immobilize	20	15	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	600	22	22	23	23	25	20.5	20.5	5.75	5.75	33	0.654
GROWTH	12	6	6	7	7	9	1.5	1.5	1.75	1.75	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Soul Purge	Enemy: Pierce	25	2	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Thundaja	Enemy: Circle 1.31	80	6	--

Other Notes: During T67 appearance: HP+1200, Str+30, Mgk+30, Stm+40, Mnd+40

QUETZALCOATL

Pact Available: N/A



Nature ⚡ (Lightning)

Type Melee / **Ranged** / Flying

Description: A sacred bird who channels lightning. Its stamina starts out low, but it can reasonably withstand physical attacks at higher levels.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
🟤 (x1.1)	⚡ (x0.9)	Confuse	11	6	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	70	7	9	6	9	9	13.75	14.25	1.5	2.25	36	0.714
GROWTH	5	5	4	5	5	6	1.25	1	1.25	1.25	--	0.000

BASIC ATTACK

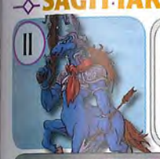
NAME	TARGET	DAMAGE	RANGE	EFFECT
Thunder	Enemy: Single	10	4	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

SAGITTARIUS

Pact Available: N/A



Nature ⚡ (Lightning)

Type Melee / **Ranged** / Flying

Description: A centaur Esper whose attacks deal little damage, but bypass obstacles to strike enemies on the other side.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
🟤 (x1.2)	⚡ (x0.75)	Confuse	15	8.3	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	160	13	13	10	16	13	13.25	13.25	2.5	4	30	0.714
GROWTH	5	6	5	5	5	7	1.5	1.25	1.25	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Plasma Arrow	Enemy: Single	10	5	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Triple Shot	Enemy: Single	10x3	5	--

TIAMAT

Pact Available: N/A



Nature ⚡ (Lightning)

Type Melee / **Ranged** / Flying

Description: A lightning dragon, bound to servitude by its heavy collar. Its attacks are powerful, and its Mighty Guard skill reinforces nearby allies.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
🟤 (x1.25)	⚡ (x0.5)	All but Blind, Slow	20	15	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	420	26	20	27	20	22	21.5	20	6.75	5	25	0.6
GROWTH	9	8	6	9	6	6	2	1.5	2.25	1.5	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Plasma Storm	Enemy: Pierce	12	4	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Mighty Guard	Ally: Circle 1.31	--	5	Barrier

RAMIH

Pact Available: N/A



Nature ⚡ (Lightning)

Type Melee / Ranged / **Flying**

Description: Created by Ramuh, this Esper floats through the air. Its low Mind makes it weak against Magick, but it can execute attacks quickly.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
💧 (x1.1)	⚡ (x0.9)	Confuse	10	4.5	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	110	8	8	8	6	10	12	12	2	1.5	60	0.708
GROWTH	6	5	5	5	4	6	1.25	1.25	1.25	1	--	0.006

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Spark	Enemy: Single	10	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

RAIDEN

Pact Available: N/A



Nature ⚡ (Lightning)

Type Melee / Ranged / **Flying**

Description: Ramuh's younger brother, static electricity stands his hair on end. His Silent Storm attack deals significant damage and the Silence effect.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
🟤 (x1.2)	⚡ (x0.75)	Confuse	14	6.3	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	230	13	13	10	13	16	15.25	15.25	2.5	3.25	51	0.714
GROWTH	7	5	6	4	6	7	1.25	1.5	1	1.5	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Silent Storm	Enemy: Single	15	1	Silence

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

RAMUH

Pact Available: Clear T79



Nature ⚡ (Lightning)

Type Melee / Ranged / **Flying**

Description: The Lightning God who rains judgment on the wicked. His Judgment Bolt attack makes him indespensible in battles against magickal enemies.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
🟤 (x1.25)	⚡ (x0.5)	All but Silence, Slow	20	15	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	600	20	23	23	23	26	20	20.75	5.75	5.75	61	0.714
GROWTH	12	6	7	7	7	6	1.5	1.75	1.75	1.75	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Judgment Storm	Enemy: Single	30	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Judgment Bolt	Enemy: Circle 1.0	80	2	Silence

Other Notes: During T79 Appearance: HP+1200, Str+30, Mgk+30, Stm+40, Mnd+40

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Unit Stats

GOBLIN

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: A little ogre who wears boxing gloves. His parameters are strong, so as long as you pay heed to element and type, he should be unbeatable.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.1)	(x0.9)	Stop	10	5	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	110	9	7	9	8	7	12.25	11.75	2.25	2	60	0.714
GROWTH	6	5	4	6	5	5	1.25	1	1.5	1.25	--	0.000

BASIC ATTACK

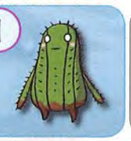
NAME	TARGET	DAMAGE	RANGE	EFFECT
Goblin Punch	Enemy: Single	10	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

CACTOID

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: A sentient, mobile cactus. Its 1000 Needles attack can be fired off rapidly, and its movement is unusually quick among ranged Espers.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.1)	(x0.9)	Stop	11	6	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	70	9	7	8	7	9	12.25	11.75	2	1.75	51	0.768
GROWTH	5	5	4	6	5	5	1.25	1	1.5	1.25	--	0.003

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
1000 Needles	Enemy: Single	6	4	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

GNOAM

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: A Mushroom-like Esper with high Stamina and Mind to make it durable against both kinds of attacks. Its physical attacks make its low Magick power irrelevant.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.1)	(x0.9)	Stop	10	4.5	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	110	8	7	8	9	8	12	11.75	2	2.25	60	0.708
GROWTH	6	4	4	6	6	5	1	1	1.5	1.5	--	0.006

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Floating Kick	Enemy: Single	10	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

WHITE HARE

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: Carrot-loving bunny rabbit. It's unable to attack enemies, but stays back to cast Cure on allies.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
--	--	None	12	6	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	70	7	10	7	8	8	11.75	12.5	1.75	2	12	0.714
GROWTH	5	4	5	5	5	6	1	1.25	1.25	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Cure	Ally: Single	20	5	HP Restore

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

GOLEM

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: This ancient guardian of the wood has low Strength but can cause Immobilize status. It also resists many status effects.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.2)	(x0.75)	Poison, Blind, Silence, Sleep, Confuse, Stop	14	7	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	230	12	12	12	19	10	15	15	3	4.75	30	0.654
GROWTH	9	4	4	12	5	3	1	1	3	1.25	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Wild Charge	Enemy: Single	12	1	Immobilize

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
--	--	--	--	--

CU SITH

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: A magician with a cute exterior, Cu Sith has the highest HP of all Rank II ranged Espers. Its Bedevil skill deals no damage but blinds enemies.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.2)	(x0.75)	Stop	15	8.3	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	180	12	15	12	14	12	15	15.75	3	3.5	36	0.714
GROWTH	6	5	6	6	6	5	1.25	1.5	1.5	1.5	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Stone	Enemy: Single	10	4	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Bedevil	Enemy: Single	--	5	Blind

ATOMOS

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: A spirit who resembles a bug. Its Drain ability, which transfers enemies' HP to its own, makes it a difficult foe, as does its wide-effect Uppercut skill.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.2)	(x0.75)	Stop	14	6.3	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	230	16	12	13	12	14	15.5	15	3.25	3	60	0.714
GROWTH	8	6	5	6	5	6	1.5	1.25	1.5	1.25	--	0.000

BASIC ATTACK

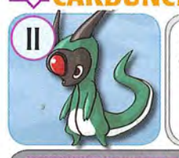
NAME	TARGET	DAMAGE	RANGE	EFFECT
Uppercut	Enemy: Circle 0.5	15	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Drain	Enemy: Single	40	5	Leech

CARBUNCLE

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: An Esper with a ruby mounted in its forehead. Its Ruby Balm skill can heal many allies at once.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
--	--	None	16	8.3	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	180	11	17	12	12	13	14.75	16.25	3	3	12	0.714
GROWTH	6	4	9	4	6	5	1	2.25	1	1.5	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Cure	Ally: Single	20	5	HP Restore

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Ruby Balm	Ally: Circle 1.25	50	5	HP Restore

TITAN

Pact Available: N/A



Nature
Type: Melee / Ranged / Flying

Description: A powerful warrior of the race of giants. Its Gaia's Wrath attack is useful not just for its wide damage field, but for Disabling enemies.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.25)	(x0.5)	All but Confuse, Immobilize	20	15	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	650	23	20	26	25	21	20.75	20	6.5	6.25	45	0.654
GROWTH	13	7	6	9	8	5	1.75	1.5	2.25	2	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Landslide	Enemy: Pierce	30	1.5	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Gaia's Wrath	Enemy: Circle 1.5	70	1	Immobilize

Other Notes: During 2-3 appearance: HP+800; During T79 appearance: HP+1200, Str+30, Mgk+30, Stm+40, Mnd+40

HASHMAL

Pact Available: Clear T62



Nature
Type: Melee / Ranged / Flying

Description: Lord who maintains the laws in this world. It damages enemies with its highly potent Roxxor and extremely long-range Stoneja abilities.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.25)	(x0.5)	All but Blind, Sleep	20	15	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	450	25	21	25	23	21	21.25	20.25	6.25	5.75	20	0.600
GROWTH	10	8	6	8	7	6	2	1.5	2	1.75	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Roxxor	Enemy: Circle 1.0	30	4	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Stoneja	Enemy: Circle 1.31	80	6	--

Other Notes: During T62 Appearance: HP+1200, Stm+40, Mnd+40

EXODUS

Pact Available: Clear T68



Nature
Type: Melee / Ranged / Flying

Description: A ghostly judge who carries out sentence on the world. His long-range, extremely potent Meteor skill deals damage to enemies from afar.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
(x1.25)	(x0.5)	All but Blind, Disable	20	15	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	640	21	22	24	25	23	20.25	20.5	6	6.25	20	0.654
GROWTH	12	5	6	7	8	7	1.25	1.5	2.25	2	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Judgment	Enemy: Circle 1.12	40	1	--

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Meteor	Enemy: Circle 1.0	100	5	--

Other Notes: During T68 appearance: HP+1300, Str+30, Mgk+30, Stm+40, Mnd+40

ULTIMA

Pact Available: Clear T57



Nature
Type: Melee / Ranged / Flying

Description: An angel who rebelled against God. Her Eschaton skill deals piercing damage to enemies, but is unsuited for full-on combat with powerful enemies.

WEAKNESS	RESISTANCE	STATUS RESISTANCE	COST	TIME	SIGHT
--	--	All but Poison, Slow	20	15	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATK SPD	MV
BASE	500	20	23	23	26	23	20	20.75	5.75	6.5	24	0.654
GROWTH	10	6	7	7	8	7	1.5	1.75	1.75	2	--	0.000

BASIC ATTACK

NAME	TARGET	DAMAGE	RANGE	EFFECT
Revitalize	Ally: Single	40	5	HP Restore & Status Restore

MAGICK/SKILL

NAME	TARGET	DAMAGE	RANGE	EFFECT
Eschaton	Enemy: Pierce	100	5	--

Other Notes: During T57 appearance: HP+1200, Str+30, Mgk+30, Stm+40, Mnd+40

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Unit Stats

ENEMIES

This category of units is comprised of the indigenous beasts that roam the lands in *Final Fantasy XII: Revenant Wings*. Unlike Espers, which are summoned from the Land of Illusion, these "enemies" are flesh and blood creatures. Note that the enemy entries here are organized according to their elemental nature, or lack thereof.



NON-ELEMENTAL



I ZOMBIE

Nature
Type: Melee | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.25)	--	None	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	120	8	8	10	8	6	12	12	2.5	2	40	0.714
GROWTH	7	5	5	7	6	5	1.25	1.25	1.75	1.5	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Snakebite (Damage:10 / Effect:Poison)	--	10	Poison

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--

Notes: During 8-2B appearance: HP-245, Str-245, Mgk-210, Stm-175, Mnd-175, Spd-175



II ANTLION

Nature
Type: Melee | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
		None	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	230	13	10	13	10	19	15.25	14.5	3.25	2.5	60	0.714
GROWTH	7	6	4	6	4	8	1.5	1	1.5	1	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Adhere	--	15	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Spit Venom	--	--	Poison



I WING WRAITH

Nature
Type: Melee | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
		None	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	200	13	13	13	13	13	18.25	18.25	3.25	3.25	40	0.714
GROWTH	6	6	6	6	6	6	1.5	1.5	1.5	1.5	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Judgment Scythe (Damage: 20)	--	20	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--



II ANTLION QUEEN

Nature
Type: Melee | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
		None	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	1030	23	20	18	15	19	17.75	17	4.5	3.75	60	0.948
GROWTH	7	6	4	6	4	8	1.5	1	1.5	1	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Adhere	--	15	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Spit Venom	--	--	Poison

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II MINOTAUR

Nature
Type: Melee | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
		None	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	300	19	10	13	10	13	16.75	14.5	3.25	2.5	45	0.714
GROWTH	7	8	5	6	5	6	2	1.25	1.5	1.25	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Haymaker	--	15	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--



II GREAT TORTOISE

Nature
Type: Melee | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
		None	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	300	13	16	16	16	7	15.25	16	4	4	60	0.480
GROWTH	8	5	7	7	7	3	1.25	1.75	1.75	1.75	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Gnaw	Same as Nature	10	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Shelter	--	--	Stm Up



II MIMIC

Nature
Type: Melee | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
		None	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	380	20	13	20	15	13	17	15.25	5	3.75	60	0.834
GROWTH	9	6	6	7	7	6	1.5	1.5	1.75	1.75	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Stalk	--	10	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--



II MALBORO

Nature
Type: Melee | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
		None	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	250	13	13	13	13	13	15.25	15.25	3.25	3.25	30	0.600
GROWTH	7	6	5	5	6	6	1.5	1.25	1.25	1.5	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Thrash	--	15	Mnd Down

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Bad Breath	--	--	Any negative status effect



II ASPIDOCHELON

Nature
Type: Melee | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
		Poison, Sleep, Confuse, Stop, Immobilize	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	1800	20	20	500	500	10	5	5	125	125	--	0.420
GROWTH	8	6	7	7	7	3	1.5	1.75	1.75	1.75	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Shelter	--	--	Stm Up



II ENKIDU

Nature
Type: Melee | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
		Poison, Sleep, Confuse, Stop, Disable	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	500	30	20	25	25	50	17.5	15	6.25	6.25	61	1.200
GROWTH	8	6	6	6	6	6	1.5	1.5	1.5	1.5	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Gnaw	Same as Nature	10	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Warcry	--	--	Disable

Unit Stats

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FIRE ELEMENT

GREAT MALBORO

III

Nature: —
Type: **Melee** Ranged Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
—	—	None	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	1250	23	33	23	23	13	17.75	20.25	5.75	5.75	30	0.600
GROWTH	7	6	5	5	6	6	1.5	1.25	1.25	1.5	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Thrash	--	15	Mind Down

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Bad Breath	--	--	Any negative status effect

VELIS

III

Nature: —
Type: **Melee** Ranged Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
—	—	All except Silence, Immobilize	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	1520	56	53	63	60	23	29	28.25	15.75	15	24	0.768
GROWTH	12	8	7	7	5	8	2	1.75	1.75	1.25	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Zantetsuken	--	25	Knockback

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--

VAMPYR

II

Nature: —
Type: Melee Ranged **Flying**

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.25)	—	Poison	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	250	10	16	10	16	13	14.5	16	2.5	4	30	0.714
GROWTH	7	4	7	5	7	6	1	1.75	1.25	1.75	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Leech	--	15	Leech

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--

During 8-2B appearance: HP-105, Str-75, Mgk-105, Stm-60, Mnd-105, Spd-90

RED FLAN

I

Nature: Fire
Type: **Melee** Ranged Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.1)	(x0.9)	Disable	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	60	5	5	8	7	5	11.25	11.25	2	1.75	60	0.600
GROWTH	6	4	4	6	4	4	1	1	1.5	1	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Fireslap	Fire	10	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--

INFERNAL WOLF

II

Nature: Fire
Type: **Melee** Ranged Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.1)	(x0.9)	Disable	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	110	13	15	10	13	12	13.25	13.75	2.5	3.25	60	0.714
GROWTH	7	5	6	4	5	6	1.25	1.5	1	1.25	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Gnaw	Same as Nature	10	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Confuse Fang	Fire	30	Confuse

FIRE DRAKE

II

Nature: Fire
Type: Melee **Ranged** Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.2)	(x0.75)	Disable	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	350	20	10	13	15	13	17	14.5	3.25	3.75	15	0.540
GROWTH	8	7	4	6	7	6	1.75	1	1.5	1.75	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Firebreath	Fire	18	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--

RED WYRM

II

Nature: Fire
Type: Melee **Ranged** Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.2)	(x0.75)	Disable	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	400	13	13	13	13	13	15.25	15.25	3.25	3.25	30	0.540
GROWTH	8	6	6	6	6	6	1.5	1.5	1.5	1.5	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Flameball	Fire	20	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--

KING BOMB

III

Nature: Fire
Type: Melee Ranged **Flying**

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.2)	(x0.75)	All except Slow	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	600	25	25	25	25	25	16.25	16.25	6.25	6.25	61	0.714
GROWTH	13	7	7	9	5	7	1.75	1.75	2.25	1.25	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Bomb Blast	Fire	10	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Self-Destruct	--	Same as own HP	KO's after use

WATER ELEMENT

BLUE FLAN

I

Nature: Water
Type: **Melee** Ranged Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.1)	(x0.9)	Poison	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	60	5	5	8	7	5	11.25	11.25	2	1.75	60	0.600
GROWTH	6	4	4	6	4	4	1	1	1.5	1	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Iceflick	Water	10	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--

ARCTIC WOLF

II

Nature: Water
Type: **Melee** Ranged Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.1)	(x0.9)	Poison	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	110	13	15	10	13	12	13.25	13.75	2.5	3.25	60	0.714
GROWTH	7	5	6	4	5	6	1.25	1.5	1	1.25	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Gnaw	Same as Nature	10	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Silence Fang	Water	30	Silence

ICE DRAKE

II

Nature: Water
Type: Melee **Ranged** Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.2)	(x0.75)	Poison	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	350	20	10	13	15	13	17	14.5	3.25	3.75	15	0.540
GROWTH	8	7	4	6	7	6	1.75	1	1.5	1.75	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Frostbreath	Water	18	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--

BLUE WYRM

II

Nature: Water
Type: Melee **Ranged** Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.2)	(x0.75)	Poison	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	400	13	13	13	13	13	15.25	15.25	3.25	3.25	30	0.540
GROWTH	8	6	6	6	6	6	1.5	1.5	1.5	1.5	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Frostball	Water	20	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--

Unit Stats

LIGHTNING ELEMENT



YELLOW FLAN

Nature: ⚡
Type: **Melee** | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.1)	⚡ (x0.9)	Confuse	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	60	5	5	8	7	5	11.25	11.25	2	1.75	60	0.600
GROWTH	6	4	4	6	4	4	1	1	1.5	1	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Thunderchop	Lightning	10	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--



STORM WOLF

Nature: ⚡
Type: **Melee** | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.1)	⚡ (x0.9)	Confuse	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	110	13	15	10	13	12	13.25	13.75	2.5	3.25	60	0.714
GROWTH	7	5	6	4	5	6	1.25	1.5	1	1.25	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Gnaw	Same as Nature	10	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Slow Fang	Lightning	30	Slow



THUNDER DRAKE

Nature: ⚡
Type: Melee | **Ranged** | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.2)	⚡ (x0.75)	Confuse	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	350	20	10	13	15	13	17	14.5	3.25	3.75	15	0.540
GROWTH	8	7	4	6	7	6	1.75	1	1.5	1.75	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Plasmabreath	Lightning	18	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--



YELLOW WYRM

Nature: ⚡
Type: Melee | **Ranged** | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.2)	⚡ (x0.75)	Confuse	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	400	13	13	13	13	13	15.25	15.25	3.25	3.25	30	0.540
GROWTH	8	6	6	6	6	6	1.5	1.5	1.5	1.5	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Plasmaball	Lightning	20	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--

EARTH ELEMENT



GREEN FLAN

Nature: 🟤
Type: **Melee** | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.1)	(x0.9)	Stop	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	60	5	5	8	7	5	11.25	11.25	2	1.75	60	0.600
GROWTH	6	4	4	6	4	4	1	1	1.5	1	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Landsweep	Earth	10	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--



ROCK WOLF

Nature: 🟤
Type: **Melee** | Ranged | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.1)	(x0.9)	Stop	3.5

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	110	13	15	10	13	12	13.25	13.75	2.5	3.25	60	0.714
GROWTH	7	5	6	4	5	6	1.25	1.5	1	1.25	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Gnaw	Same as Nature	10	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Blind Fang	Earth	30	Blind



EARTH DRAKE

Nature: 🟤
Type: Melee | **Ranged** | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.2)	(x0.75)	Stop	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	350	20	10	13	15	13	17	14.5	3.25	3.75	15	0.540
GROWTH	8	7	4	6	7	6	1.75	1	1.5	1.75	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Petrobreath	Earth	18	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--



GREEN WYRM

Nature: 🟤
Type: Melee | **Ranged** | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.2)	(x0.75)	Stop	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	400	13	13	13	13	13	15.25	15.25	3.25	3.25	30	0.540
GROWTH	8	6	6	6	6	6	1.5	1.5	1.5	1.5	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Petroball	Earth	20	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--



ELDER WYRM

Nature: 🟤
Type: Melee | **Ranged** | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
(x1.25)	(x0.5)	All except Silence, Slow	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	2000	70	68	72	66	25	32.5	32	18	16.5	25	0.600
GROWTH	13	8	6	9	6	6	2	1.5	2.25	1.5	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Mudslide	Earth	15	--

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
Mighty Guard	--	--	Barrier

HEALING



GIZA RABBIT

Nature: ✚
Type: Melee | **Ranged** | Flying

WEAK.	RESIST.	STATUS RESISTANCE	SIGHT
▭	▭	None	4

	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
BASE	70	7	40	7	8	8	11.75	20	1.75	2	12	0.714
GROWTH	5	4	5	5	5	6	1	1.25	1.25	1.25	--	0

BASIC ATTACK

NAME	ELEMENT	DAMAGE	EFFECT
Cure	Holy	20	Restores HP

MAGICK/ABILITY

NAME	ELEMENT	DAMAGE	EFFECT
--	--	--	--



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Unit Stats

ENEMY LEADERS & OTHER UNITS

This category features all of the tough enemy leaders in *Final Fantasy XII: Revenant Wings*. They are listed in the chronological order of the missions in which they appear. It also includes the Guest Units that appear in the game, including some who join your side and fight for you.

The tables are divided by the mission types. The first section includes all of the Story Missions, followed by Tomaj's Notice Board Hunts, and then the Melee Battles. In essence, this section provides the stats for every unit that isn't an Esper or an indigenous beast.

A NOTE ON ABBREVIATIONS

In each of the following sets of tables, under the Attacks column for each unit, there is a one-letter abbreviation before each of the unit's listed attacks. For example, for Mission 4-1, the ranged enemy leader named Soufflé, Gunslinger has a set of Attacks listed as (F)Firaga Shot, (W)Blizzaga Shot, (L)Thundaga Shot, and (E)Stonega Shot.

In each case, the letter refers to the elemental nature of that particular attack or ability: (F)Fire, (L)Lightning, (E)Earth, (W)Water, (H)Healing, or (N)None (non-elemental). The (S) abbreviation refers to "Same", meaning the attack is charged with the same elemental nature as the user.

STORY MISSIONS

PROLOGUE

BALTHIER (NEUTRAL)



Nature: — Type: Melee **Ranged** Flying

Support Ability: None

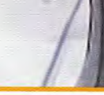
WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
3	334	45	45	44	41	50	21	16	20	16	36	0.714

ATTACKS

(S)Guns [Damage:8] (S)Tri-shot [Damage:20x3]

FRAN (NEUTRAL)



Nature: — Type: Melee **Ranged** Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
3	311	64	69	81	82	70	26	22	27	27	62	0.714

ATTACKS

(S)Bows [Damage:6]

RINOK



Nature: — Type: **Melee** Ranged Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
3	493	44	45	45	48	49	21	16	20	18	61	0.714

ATTACKS

(S)Attack [Damage:10]

BWAGI



Nature: — Type: **Melee** Ranged Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
3	493	49	47	45	45	45	22	16	20	17	61	0.714

ATTACKS

(S)Attack [Damage:10]

1-4

BA'GAMNAN



Nature: — Type: **Melee** Ranged Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
5	765	89	48	67	54	47	32	17	26	18	61	0.714

ATTACKS

(N)Attack [Damage:10] (N)Wild Swing [Damage:50]

GIJUK



Nature: — Type: Melee **Ranged** Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

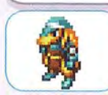
LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
3	493	45	49	44	48	45	21	17	20	18	30	0.714

ATTACKS

(S)Discs [Damage:10]

2-2

BURLY THUG



Nature: — Type: **Melee** Ranged Flying

Support Ability: Auto-Regen

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	416	65	65	73	49	73	36	21	27	18	62	0.714

ATTACKS

(S)Attack [Damage:10] (S)Roundhouse [Damage:50] (H)Chakra [Effect:HP Restore(Basic Heal:80) & Status Restore]

MARAUDING SKY PIRATE



Nature: — Type: **Melee** Ranged Flying

Support Ability: Will of Steel

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	416	73	57	80	57	65	28	19	29	20	62	0.714

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x]

VENERER EMERITUS



Nature: — Type: Melee **Ranged** Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
-	-	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	329	65	57	65	62	81	36	24	31	30	63	0.714

ATTACKS

(S)Bows [Damage:6] (N)Shadowbind [Effect:Immobilize] (N)Sharpshot [Effect:Steady Shot]

POOF THE MOOGLE



Nature: — Type: Melee **Ranged** Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	322	56	81	65	65	65	19	30	21	26	37	0.714

ATTACKS

(F)Fire [Damage:10] (F)Firaga [Damage:50]

2-3

JAUNTY SKY PIRATE



Nature: — Type: **Melee** Ranged Flying

Support Ability: Will of Steel

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	424	79	61	86	61	70	29	20	39	27	62	0.714

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x]

WELL-BRED SKY PIRATE



Nature: — Type: Melee **Ranged** Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	322	56	81	65	65	65	19	30	26	36	37	0.714

ATTACKS

(F)Fire [Damage:10] (F)Firaga [Damage:50]

STUBBORN SKY PIRATE



Nature: — Type: Melee **Ranged** Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	339	56	65	65	74	65	19	26	26	38	12	0.714

ATTACKS

(H)Cure [Effect:Restore HP(Basic Heal:20)] (H)Curaga [Effect:Restore HP(Basic Heal:80)] (N)Protectga [Effect:Protect]

2-4

TOGI, TREASURE HUNTER



Nature: — Type: **Melee** Ranged Flying

Support Ability: Lifeshield

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
10	527	92	68	92	80	68	43	27	43	30	62	0.714

ATTACKS

(S)Attack [Damage:10] (S)Pummel [Damage:20+20+30] (N)Warcry [Effect:Disable]

CLAN MARSHAL



Nature: — Type: **Melee** Ranged Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
9	432	65	65	75	80	104	36	26	33	35	63	0.774

ATTACKS

(S)Attack [Damage:10] (F)Fire Sword [Damage:50] (W)Blizzard Sword [Damage:50]

CLAN CLERIC



Nature: — Type: Melee **Ranged** Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
9	353	64	75	75	86	75	26	38	28	41	12	0.714

ATTACKS

(H)Cure [Effect:Restore HP(Basic Heal:20)] (H)Curaga [Effect:Restore HP(Basic Heal:80)] (N)Protectga [Effect:Protect]

CLAN ARCHIMAGUS



Nature: — Type: Melee **Ranged** Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
9	334	64	94	75	75	75	26	43	28	38	37	0.714

ATTACKS

(E)Stone [Damage:10] (F)Firaga [Damage:50]

3-1

BARBAROUS SKY PIRATE



Nature: — Type: **Melee** Ranged Flying

Support Ability: Auto-Regen

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
11	448	85	85	97	61	97	41	26	42	27	63	0.714

ATTACKS

(S)Attack [Damage:10] (S)Roundhouse [Damage:50] (H)Chakra [Effect:HP Restore(Basic Heal:80) & Status Restore]

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HEARTLESS HUNTRESS



Nature | Type: Melee **Ranged** Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
11	357	85	73	85	78	107	41	28	36	34	63	0.714

ATTACKS

(S)Bows [Damage:6] (N)Shadowbind [Effect:Immobilize] (N)Sharpshot [Effect:Steady Shot]

SADISTIC MONK



Nature | Type: **Melee** Ranged Flying

Support Ability: Intelligence

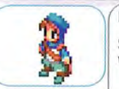
WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
10	440	80	80	91	58	91	40	25	40	26	63	0.714

ATTACKS

(S)Attack [Damage:10] (S)Roundhouse [Damage:50] (H)Chakra [Effect:HP Restore(Basic Heal:80) & Status Restore]

PETTY SKY PIRATE



Nature | Type: **Melee** Ranged Flying

Support Ability: Will of Steel

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
10	440	91	69	100	69	80	42	27	43	29	62	0.714

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x]

DONGA THE TARDY



Nature | Type: Melee **Ranged** Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.1)	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
11	459	98	71	97	75	99	44	27	51	36	37	0.846

ATTACKS

(S)Axes [Damage:10] (S)Tomahawk [Damage:20x2] (S)Boomerang [Damage:20x2]

FLEEING AEGYL (NEUTRAL)



Nature | Type: Melee Ranged **Flying**

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
9	592	85	65	85	65	76	21	16	21	16	--	0.834

ATTACKS

None

TERRIFIED AEGYL (NEUTRAL)



Nature | Type: Melee Ranged **Flying**

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
10	590	80	80	80	80	80	20	20	20	20	--	0.714

ATTACKS

None

AEGYL BRAVE (NEUTRAL)



Nature | Type: Melee Ranged **Flying**

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
11	598	85	85	85	85	85	21	21	21	21	--	0.714

ATTACKS

None

AEGYL WARRIOR (NEUTRAL)



Nature | Type: Melee Ranged **Flying**

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

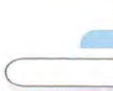
LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
11	598	85	85	85	85	85	21	21	21	21	--	0.714

ATTACKS

None

3-2

SHARP-NOSED MAULER



Nature | Type: **Melee** Ranged Flying

Support Ability: Raid

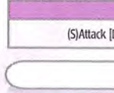
WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
10	440	123	69	71	69	80	60	32	44	35	62	0.714

ATTACKS

(S)Attack [Damage:10] (S)Rush [Damage:70] (S)Cripple [Damage:20/Effect:Immobilize]

DUTIFUL LOOKOUT



Nature | Type: **Melee** Ranged Flying

Support Ability: Raid

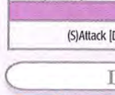
WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
10	440	123	69	71	69	80	60	32	44	35	62	0.714

ATTACKS

(S)Attack [Damage:10] (S)Rush [Damage:70] (S)Cripple [Damage:20/Effect:Immobilize]

DAYDREAMING SKY PIRATE



Nature | Type: Melee **Ranged** Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.75)	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
15	385	105	89	105	89	134	56	37	48	44	64	0.714

ATTACKS

(S)Bows [Damage:6] (N)Shadowbind [Effect:Immobilize] (N)Sharpshot [Effect:Steady Shot] (N)Camouflage [Effect:Invisible]

FAITHFUL WARRIOR



Nature | Type: **Melee** Ranged Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
15	480	165	89	93	89	105	71	37	50	40	63	0.714

ATTACKS

(S)Attack [Damage:10] (S)Rush [Damage:70] (S)Cripple [Damage:20/Effect:Immobilize] (N)Riot [Effect:Berserk]

EXPECTANT ARCHER



Nature | Type: Melee **Ranged** Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.75)	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
15	385	105	89	105	89	134	56	37	48	44	64	0.714

ATTACKS

(S)Bows [Damage:6] (N)Shadowbind [Effect:Immobilize] (N)Sharpshot [Effect:Steady Shot] (N)Camouflage [Effect:Invisible]

NAIVE SKY PIRATE



Nature | Type: **Melee** Ranged Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
12	456	140	77	80	77	90	65	34	47	37	63	0.714

ATTACKS

(S)Attack [Damage:10] (S)Rush [Damage:70] (S)Cripple [Damage:20/Effect:Immobilize] (N)Riot [Effect:Berserk]

PATROLLING SKY PIRATE



Nature | Type: Melee **Ranged** Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.75)	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
14	378	100	85	100	85	127	55	36	47	43	64	0.714

ATTACKS

(S)Bows [Damage:6] (N)Shadowbind [Effect:Immobilize] (N)Sharpshot [Effect:Steady Shot] (N)Camouflage [Effect:Invisible]

BELLICOSE SKY PIRATE



Nature | Type: Melee **Ranged** Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.75)	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
14	378	100	85	100	85	127	55	36	47	43	64	0.714

ATTACKS

(S)Bows [Damage:6] (N)Shadowbind [Effect:Immobilize] (N)Sharpshot [Effect:Steady Shot] (N)Camouflage [Effect:Invisible]

EXACTING LOOKOUT



Nature | Type: Melee **Ranged** Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.75)	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
14	378	100	85	100	85	127	55	36	47	43	64	0.714

ATTACKS

(S)Bows [Damage:6] (N)Shadowbind [Effect:Immobilize] (N)Sharpshot [Effect:Steady Shot] (N)Camouflage [Effect:Invisible]

3-3

GINNEO THE OBEISANT



Nature | Type: **Melee** Ranged Flying

Support Ability: Pain Chain

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
14	458	99	99	85	85	132	54	39	39	33	64	0.834

ATTACKS

(N)Attack [Damage:10] (S)Katon [Damage:20/Effect:Confuse] (S)Suiton [Damage:20/Effect:Silence] (S)Raijin [Damage:20/Effect:Slow]

REGRETFUL TIME MAGE



Nature | Type: Melee **Ranged** Flying

Support Ability: Tonguetwister

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
14	378	84	121	84	116	100	36	60	36	59	37	0.714

ATTACKS

(L)Lightning [Damage:10] (F)Firaga [Damage:50] (N)Slowga [Effect:Slow] (N)Hastega [Effect: Haste]

SPOONY SKY PIRATE



Nature | Type: Melee **Ranged** Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
13	381	80	100	95	110	95	35	55	38	57	12	0.714

ATTACKS

(H)Cure [Effect:Restore HP(Basic Heal:20)] (H)Curaga [Effect:Restore HP(Basic Heal:80)] (N)Protectga [Effect: Protect] (N)Shellga [Effect:Shell]

UNSCRUPULOUS MECHANIST



Nature | Type: Melee **Ranged** Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
13	451	109	95	81	81	109	57	38	47	38	37	0.714

ATTACKS

(S)Guns [Damage:8] (F)Firaga Shot [Damage:50] (W)Blizzaga Shot [Damage:50] (L)Thundaga [Damage:50]

3-4

JUDGE OF WINGS



Nature | Type: **Melee** Ranged Flying

Support Ability: Gallantry

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	All	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
15	1600	122	120	285	283	69	60	45	101	85	62	0.714

ATTACKS

(S)Attack [Damage 10 (S)Wings of Judgment [Damage:50/Effect:Knockback (N)Mighty Attack [Effect:Str & Mgk 1.2x] (S)Drain [Damage:50/Effect:Leech]

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RINOK



Nature: | Type: Melee | Ranged | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	Confuse, Stop, Disable	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
16	736	119	110	110	124	137	59	42	54	49	31	0.846

ATTACKS

(N)Attack [Damage:10/Effect:Poison] (S)Daggerplay [Damage:50] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x]

BWAGI



Nature: | Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	Poison, Confuse, Stop, Disable	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
16	736	150	125	120	110	110	67	46	57	45	31	0.714

ATTACKS

(N)Attack [Damage:10/Effect:Poison] (S)Spin Attack [Damage:50] (H)Potion [Effect:Restore 25% Max HP] (H)Remedy [Effect:Status Restore]

GIJUK



Nature: | Type: Melee | Ranged | Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	Poison, Confuse, Disable	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
17	747	115	157	114	142	115	58	49	55	53	31	0.714

ATTACKS

(S)Discs [Damage:10] (N)Slowga [Effect:Slow] (N)Hastega [Effect:Haste] (N)Sleepga [Effect:Sleep]

MEDDLESOME SKY PIRATE



Nature: | Type: Melee | Ranged | Flying

Support Ability: Auto-Regen

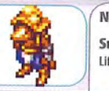
WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.1)	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
16	488	110	120	127	76	132	57	40	58	37	64	0.714

ATTACKS

(S)Attack [Damage:10] (S)Roundhouse [Damage:50] (H)Chakra [Effect:HP Restore(Basic Heal:80) & Status Restore] (N)Focus [Effect:Focus]

BANGAA HOOD



Nature: | Type: Melee | Ranged | Flying

Support Ability: Lifeshield

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
16	585	128	92	128	110	72	62	38	62	42	63	0.714

ATTACKS

(S)Attack [Damage:10] (S)Pummel [Damage:20+20+30] (N)Warcry [Effect:Disable] (N)Frenetic Rage [Effect:Str 1.3x & Stm0.9x]

4-1

SKY PIRATE OF FORTUNE



Nature: | Type: Melee | Ranged | Flying

Support Ability: Will of Steel

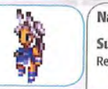
WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.1)	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
17	496	133	107	146	97	120	73	46	63	42	63	0.714

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Speed [Effect:Spd 0.5x]

AFFECTED SKY PIRATE



Nature: | Type: Melee | Ranged | Flying

Support Ability: Rejuvenate

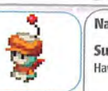
WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.75)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
17	496	97	97	115	115	166	64	44	50	50	65	0.774

ATTACKS

(S)Attack [Damage:10] (F)Fire Sword [Damage:50] (W)Blizzard Sword [Damage:50] (L)Lightning Sword [Damage:50]

SOUFFLÉ, GUNSLINGER



Nature: | Type: Melee | Ranged | Flying

Support Ability: Hawkeye

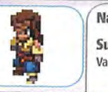
WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
18	486	139	120	101	101	144	74	50	47	47	12	0.714

ATTACKS

(N)Guns [Damage:8/Effect:Confuse] (F)Firaga Shot [Damage:50] (W)Blizzaga Shot [Damage:50] (L)Thundaga Shot [Damage:50] (E)Stonega Shot [Damage:50]

RIKKEN (NEUTRAL)



Nature: | Type: Melee | Ranged | Flying

Support Ability: Valor

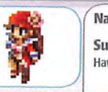
WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.9)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
18	522	152	101	139	101	120	78	45	70	49	63	0.714

ATTACKS

(S)Attack [Damage:10] (W)Whirlwind Slash [Damage:50] (W)Lunge [Damage:50] (N)Focus [Effect:Focus] (H)Inner Peace [Effect:Status Restore & Regen]

ELZA (NEUTRAL)



Nature: | Type: Melee | Ranged | Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
17	453	97	134	96	133	120	64	53	60	57	12	0.714

ATTACKS

(N)Guns [Damage:8/Effect:Confuse] (F)Firaga Shot [Damage:50] (W)Blizzaga Shot [Damage:50] (L)Thundaga Shot [Damage:50]

RAZ (NEUTRAL)



Nature: | Type: Melee | Ranged | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
17	513	115	98	137	133	97	68	44	64	63	41	0.996

ATTACKS

(S)Attack [Field/Damage:10] (N)Immobilizega [Effect:Immobilize] (N)Mighty Guard [Effect:Barrier] (S)Scourge [Damage:30/Effect:Poison]

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ROGUE NINJA



Nature: | Type: Melee | Ranged | Flying

Support Ability: Pain Chain

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.9)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
19	493	124	124	105	105	167	61	46	62	50	65	0.834

ATTACKS

(N)Attack [Damage:10] (S)Katon [Damage:20/Effect:Confuse] (S)Suiton [Damage:20/Effect:Silence] (S)Raijin [Damage:20/Effect:Slow] (S)Doton [Damage:20/Effects:Blind]

AURACITE THRALL



Nature: | Type: Melee | Ranged | Flying

Support Ability: Auto-Regen

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.9)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
18	504	120	120	139	82	139	70	45	70	44	64	0.714

ATTACKS

(S)Attack [Damage:10] (S)Roundhouse [Damage:50] (H)Chakra [Effect:HP Restore(Basic Heal:80) & Status Restore] (N)Focus [Effect:Focus] (S)Far Fist [Damage:50]

VENTURESOME VETERAN



Nature: | Type: Melee | Ranged | Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.9)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
18	504	190	101	107	101	120	87	45	62	49	63	0.714

ATTACKS

(S)Attack [Damage:10] (S)Rush [Damage:70] (S)Cripple [Damage:20/Effect:Immobilize] (N)Riot [Effect:Berserk] (F)Backdraft [Damage:100/Effect:Deplete HP 25%]

NARCISSISTIC WHITE MAGE



Nature: | Type: Melee | Ranged | Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.75)	None	5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
19	423	104	125	125	151	125	46	71	51	77	12	0.714

ATTACKS

(H)Cure [Effect:Restore HP(Basic Heal:20)] (H)Curaga [Effect:Restore HP(Basic Heal:80)] (N)Protectga [Effect:Protect] (N)Shellga [Effect:Shell] (H)Esunaga [Effect:Status Restore]

MACARON THE MYSTICAL



Nature: | Type: Melee | Ranged | Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.75)	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
18	388	100	154	120	125	120	45	78	50	71	37	0.714

ATTACKS

(W)Blizzard [Damage:10] (F)Firaga [Damage:50] (N)Bio [Effect:Poison] (N)Firaga [Effect:Blind] (N)Sleepga [Effect:Sleep]

RIKKEN (NEUTRAL)



Nature: | Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.9)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
20	540	166	109	151	109	130	81	47	73	51	64	0.714

ATTACKS

(S)Attack [Damage:10] (W)Whirlwind Slash [Damage:50] (W)Lunge [Damage:50] (N)Focus [Effect:Focus] (H)Inner Peace [Effect:Status Restore & Regen]

ELZA (NEUTRAL)



Nature: | Type: Melee | Ranged | Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
19	471	105	146	104	145	130	66	56	62	60	12	0.714

ATTACKS

(N)Guns [Damage:8/Effect:Confuse] (F)Firaga Shot [Damage:50] (W)Blizzaga Shot [Damage:50] (L)Thundaga Shot [Damage:50] (E)Stonega Shot [Damage:50]

RAZ (NEUTRAL)



Nature: | Type: Melee | Ranged | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
19	531	125	106	149	145	105	71	46	67	66	41	0.996

ATTACKS

(S)Attack [Field/Damage:10] (N)Immobilizega [Effect:Immobilize] (N)Mighty Guard [Effect:Barrier] (S)Scourge [Damage:30/Effect:Poison] (N)Mighty Attack [Effect:Str & Mgk 1.2x]

4-3

GIJUK



Nature: | Type: Melee | Ranged | Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	Poison, Sleep, Confuse, Disable	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
20	730	130	182	129	165	135	72	65	68	65	15	0.714

ATTACKS

(S)Discs [Damage:10] (N)Slowga [Effect:Slow] (N)Hastega [Effect:Haste] (N)Sleepga [Effect:Sleep] (N)Confusega [Effect:Confuse]

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BWAGI



Nature: — Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	Poison, Sleep, Confuse, Stop, Disable	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
19	719	176	143	140	125	130	74	50	71	55	31	0.714

ATTACKS

(N)Attack [Damage:10/Effect:Poison] (S)Spin Attack [Damage:50] (H)Potion [Effect:Restore 25% Max HP] (H)Remedy [Effect:Status Restore] Frenetic Rage [Effect:Str 1.3x & Stm0.9x]

RINOK



Nature: — Type: Melee | Ranged | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	Sleep, Confuse, Stop, Disable	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
19	719	139	125	125	144	165	64	46	67	60	32	0.846

ATTACKS

(N)Attack [Damage:10/Effect:Poison] (S)Daggerplay [Damage:50] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Armor [Effect:Stm 0.5x]

RIKKEN (NEUTRAL)



Nature: Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.9)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
20	540	166	109	151	109	130	81	47	73	51	64	0.714

ATTACKS

(S)Attack [Damage:10] (W)Whirlwind Slash [Damage:50] (W)Lunge [Damage:50] (N)Focus [Effect:Focus] (H)Inner Peace [Effect:Status Restore & Regen]

ELZA (NEUTRAL)



Nature: — Type: Melee | Ranged | Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
19	471	105	146	104	145	130	66	56	62	60	12	0.714

ATTACKS

(N)Guns [Damage:8/Effect:Confuse] (F)Firaga Shot [Damage:50] (W)Blizzaga Shot [Damage:50] (L)Thundaga Shot [Damage:50] (E)Stonega Shot [Damage:50]

RAZ (NEUTRAL)



Nature: — Type: Melee | Ranged | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
19	531	12	106	149	145	105	71	46	67	66	41	0.996

ATTACKS

(S)Attack [Field/Damage:10] (N)Immobilizega [Effect:Immobilize] (N)Mighty Guard [Effect:Barrier] (S)Scourge [Damage:30/Effect:Poison] (N)Mighty Attack [Effect:Str & Mgk 1.2x]

BA'GAMNAN



Nature: — Type: Melee | Ranged | Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	Poison, Sleep, Confuse, Stop, Disable	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
21	1173	235	112	179	149	111	98	48	84	57	63	0.714

ATTACKS

(N)Attack [Damage:10] (N)Wild Swing [Damage:50] (S)Drain [Damage:50/Effect:Leech] (N)Berserk [Effect:Berserk] (N)Bad Breath [Effect:Any Status Ailment]

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BA'GAMNAN



Nature: — Type: Melee | Ranged | Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	Poison, Sleep, Confuse, Stop, Disable	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
21	1173	235	112	179	149	111	98	48	84	57	63	0.714

ATTACKS

(N)Attack [Damage:10] (N)Wild Swing [Damage:50] (S)Drain [Damage:50/Effect:Leech] (N)Berserk [Effect:Berserk] (N)Bad Breath [Effect:Any Status Ailment]

RIKKEN (NEUTRAL)



Nature: Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.9)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
22	558	179	117	163	117	140	84	49	76	53	64	0.714

ATTACKS

(S)Attack [Damage:10] (W)Whirlwind Slash [Damage:50] (W)Lunge [Damage:50] (N)Focus [Effect:Focus] (H)Inner Peace [Effect:Status Restore & Regen]

ELZA (NEUTRAL)



Nature: — Type: Melee | Ranged | Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
21	489	113	158	112	157	140	68	59	64	63	12	0.714

ATTACKS

(N)Guns [Damage:8/Effect:Confuse] (F)Firaga Shot [Damage:50] (W)Blizzaga Shot [Damage:50] (L)Thundaga Shot [Damage:50] (E)Stonega Shot [Damage:50]

RAZ (NEUTRAL)



Nature: — Type: Melee | Ranged | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
21	549	135	114	161	157	113	73	48	70	69	42	0.996

ATTACKS

(S)Attack [Field/Damage:10] (N)Immobilizega [Effect:Immobilize] (N)Mighty Guard [Effect:Barrier] (S)Scourge [Damage:30/Effect:Poison] (N)Mighty Attack [Effect:Str & Mgk 1.2x]

GIJUK



Nature: Type: Melee | Ranged | Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	Poison, Sleep, Confuse, Disable	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
20	730	130	182	129	165	135	62	55	68	65	15	0.714

ATTACKS

(S)Discs [Damage:10] (N)Slowga [Effect:Slow] (N)Hastega [Effect:Haste] (N)Sleepga [Effect:Sleep] (N)Confusega [Effect:Confuse]

BWAGI



Nature: — Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	Poison, Sleep, Confuse, Stop, Disable	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
19	719	176	143	140	125	130	76	50	71	55	31	0.714

ATTACKS

(N)Attack [Damage:10/Effect:Poison] (S)Spin Attack [Damage:50] (H)Potion [Effect:Restore 25% Max HP] (H)Remedy [Effect:Status Restore] Frenetic Rage [Effect:Str 1.3x & Stm0.9x]

RINOK



Nature: — Type: Melee | Ranged | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	Sleep, Confuse, Stop, Disable	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
19	719	137	125	125	144	165	64	46	67	60	32	0.846

ATTACKS

(N)Attack [Damage:10/Effect:Poison] (S)Daggerplay [Damage:50] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Armor [Effect:Stm 0.5x]

5-1

WOUNDED MAN (NEUTRAL)



Nature: — Type: Melee | Ranged | Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
23	544	145	145	145	145	145	36	36	36	36	--	0.714

ATTACKS

None

5-3

VELIS (NEUTRAL)



Nature: — Type: Melee | Ranged | Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
25	560	155	155	155	155	155	38	38	38	38	--	--

ATTACKS

None

5-4

JUDGE OF WINGS



Nature: Type: Melee | Ranged | Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	All	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
30	2200	212	210	520	518	114	103	77	180	154	63	0.714

ATTACKS

(S)Attack [Damage 10 (S)Wings of Judgment [Damage:50/Effect:Knockback (N)Mighty Attack [Effect:Str & Mgk 1.2x] (S)Drain [Damage:50/Effect:Leech] (N)Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] (N)Bloodied Blade [Effect: Adds Leech effect to attack]

6-1

BWAGI



Nature: — Type: Melee | Ranged | Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	Poison, Sleep, Confuse, Stop, Disable	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
31	1101	237	236	205	185	185	119	89	105	82	65	0.714

ATTACKS

(S)Attack [Damage:10/Effect:Poison] (S)Spin Attack [Damage:50] (H)Potion [Effect:Restore 25% Max HP] (H)Remedy [Effect:Status Restore] Frenetic Rage [Effect:Str 1.3x & Stm0.9x] Iron Will [Effect:Str 0.9x & Stm 1.3x]

GIJUK



Nature: Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	Poison, Sleep, Confuse, Disable	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
30	1090	198	231	179	230	180	109	87	98	93	32	0.714

ATTACKS

(S)Discs [Damage:10] (N)Slowga [Effect:Slow] (N)Hastega [Effect:Haste] (N)Sleepga [Effect:Sleep] (N)Confusega [Effect:Confuse] (S)Scourge [Damage:30/Effect:Poison]

RINOK



Nature: — Type: Melee | Ranged | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	Sleep, Confuse, Stop, Disable	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
30	1090	199	180	180	210	231	109	75	99	88	67	0.846

ATTACKS

(S)Attack [Damage:10/Effect:Poison] (S)Daggerplay [Damage:50] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Armor [Effect:Stm 0.5x] (N)Rend Mind [Effect:Mind 0.5x]

6-2

FEARSOME BANGAA



Nature: Type: Melee | Ranged | Flying

Support Ability: Lifeshield

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
31	729	218	152	218	185	152	114	68	114	76	42	0.714

ATTACKS

(E)Attack [Damage:10/Effect:Slow] Pummel [Damage:20+20+30] Warcry [Effect:Disable] Frenetic Rage [Effect: Str 1.3x & Stm 0.9x] Iron Will [Effect:Str 0.9x & Stm 1.3x] Cold Blood [Damage:100/Effect:Deplete HP 25%]

BEVYN THE CRAFTY



Nature: — Type: Melee | Ranged | Flying

Support Ability: Pain Chain

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
32	584	199	189	157	157	258	109	77	93	75	45	0.834

ATTACKS

(N)Attack [Damage:10] (S)Katon [Damage:20/Effect:Confuse] (S)Suiton [Damage:20/Effect:Silence] (S)Raijin [Damage:20/Effect:Slow] (S)Doton [Damage:20/Effects:Blind] (S)Dokumon [Damage:30/Effect:Poison]

Unit Stats

WANTON MAGE



Nature | Type: Melee | **Ranged** | Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	None	5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
31	507	152	185	185	228	185	68	106	76	117	13	0.714

ATTACKS

(H)Cure [Effect:Restore HP(Basic Heal:20)] (H)Curaga [Effect:Restore HP(Basic Heal:80)] (N)Protectga [Effect: Protect] (N)Shellga [Effect:Shell] (H)Esunaga [Effect:Status Restore] (N)Dispelga [Effect:Erase enemy buffs]

FOULMOUTHED MOOGLE



Nature | Type: Melee | **Ranged** | Flying

Support Ability: Tonguetwister

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
32	504	156	224	156	234	190	69	116	69	118	24	0.714

ATTACKS

(W)Blizzard [Damage:10/Effect:Silence] (F)Firaga [Damage:50] (N)Slowga [Effect:Slow] (N)Hastega [Effect:Haste] (N)Regenga [Effect:Regen] (N)Stopga [Effect:Stop] (N)Comet [Damage:100]

FRAN (NEUTRAL)



Nature | Type: Melee | **Ranged** | Flying

Support Ability: Steady Grip

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
33	521	194	229	181	182	130	128	97	97	97	67	-

ATTACKS

(S)Bows [Damage:6] (N)Blinding Arrow [Effect:Adds Blind effect to attack] (N)Sleep Arrow:[Effect:Adds Sleep effect to attack]

6-4

JUDGE OF WINGS



Nature | **Type: Melee** | Ranged | Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	All	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
38	2520	200	258	645	643	138	110	94	231	195	64	0.714

ATTACKS

(S)Attack [Damage 10 (S)Wings of Judgment [Damage:50/Effect:Knockback (N)Mighty Guard [Effect:Barrier] (N)Dark Aura [Damage:80]

BALTHIER (NEUTRAL)



Nature | Type: Melee | **Ranged** | Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
35	1590	305	305	404	369	282	146	111	164	134	41	0.714

ATTACKS

(S)Guns [Damage:8] Tri-shot [Damage:20x3] (S)Percussive Slug Damage:40/Effect:Knockback]

6-5

BALTHIER



Nature | Type: Melee | **Ranged** | Flying

Support Ability: Rapid Fire

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
35	1790	295	295	354	319	322	143	108	151	121	52	0.714

ATTACKS

(S)Guns [Damage:8] Tri-shot [Damage:20x3] (N)Quicksilver [Effect:Str 1.2x]

FRAN



Nature | Type: Melee | **Ranged** | Flying

Support Ability: Steady Grip

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
35	1735	294	331	319	320	322	153	122	131	132	70	0.714

ATTACKS

(S)Bows [Damage:6] (N)Confuse Arrow [Effect:Adds Confuse effect to attack] (S)Barrage [Damage:8x10] (H)Ward of the Wood [HP Restore (Basic Heal:80) & Status Restore]

BA'GAMNAN



Nature | Type: **Melee** | Ranged | Flying

Support Ability: Resist Disable

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.75)	Poison, Sleep, Confuse, Stop, Disable	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
38	1594	330	200	328	249	179	142	80	142	92	65	0.714

ATTACKS

(N)Attack [Damage:10] (N)Wild Swing [Damage:50] (S)Drain [Damage:50/Effect:Leech] (N)Berserk [Effect: Berserk] (N)Bad Breath [Effect:Any Status Ailment] (N)Darkness [Damage:100/Effect:Deplete HP 25%] (N)Ba'Syphon[Damage:20/Effect: Mgk & Mnd Drain] (N)Dark Aura [Damage:80]

7-4

ANSEI



Nature | Type: Melee | Ranged | **Flying**

Support Ability: Clairvoyance

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
40	690	271	189	271	207	241	137	82	119	103	45	0.834

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Speed [Effect: Spd 0.5x] (N)Rend Armor [Effect:Stm 0.5x] (N)Rend Mind [Effect:Mnd 0.5x] (S)Head Strike [Damage:50]

MELANCHOLY AEGYL



Nature | Type: Melee | Ranged | **Flying**

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
40	740	298	189	312	188	190	144	82	141	89	65	0.834

ATTACKS

(N)Attack [Damage:10/Effect:Poison] (S)Diving Slash [Damage:80] (N)Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] Iron Will [Effect:Str0.9x & Stm1.3x] Flash of Steel [Damage:50]

MURDEROUS AEGYL



Nature | Type: Melee | Ranged | **Flying**

Support Ability: Auto-Float

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x1.25)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
40	720	189	189	286	286	230	127	87	141	106	45	0.834

ATTACKS

(S)Attack [Field/Damage:10] (S)Jump [Damage:50] (F)Firebreath [Damage:30] (W)Frostbreath [Damage:30] (L)Plasmabreath [Damage:30] (E)Petrobreath [Damage:30] (H)Dragonmend |HP Restore (Basic Heal:80) & Status Restore]

BEWILDERED AEGYL



Nature | Type: Melee | Ranged | **Flying**

Support Ability: Resist All

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	All	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
40	680	312	189	189	230	230	158	87	110	99	45	0.834

ATTACKS

(N)Attack [Damage:10/Leech] (S)Shadowstrike [Damage:30/Effect:Blind] (S)Smotherstrike [Damage:30/ Effect:Silence] (S)Chaostrike [Damage:30/Effect:Confuse] (S)Stunstrike [Damage:30/Effect:Slow] (S)Purge [Damage:30/Effect:Erase enemy buffs]

8-1

WAYWARD WHITE MAGE



Nature | Type: Melee | **Ranged** | Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
39	563	184	225	225	281	225	86	136	96	155	13	0.714

ATTACKS

(H)Cure [Effect:Restore HP(Basic Heal:20)] (H)Curaga [Effect:Restore HP(Basic Heal:80)] (N)Protectga [Effect: Protect] (N)Shellga [Effect:Shell] (H)Esunaga [Effect:Status Restore] (N)Dispelga [Effect:Erase enemy buffs] (H)Holy [Damage:80]

WANTING SKY PIRATE



Nature | Type: Melee | **Ranged** | Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
38	546	220	181	220	181	286	145	90	115	105	69	0.714

ATTACKS

(S)Bows [Damage:6] (N)Shadowbind [Effect:Immobilize] (N)Sharpshot [Effect: Steady Shot] (N)Camoflauge [Effect:Invisible] (S)Barrage [Damage:8x10] (H)Remedy [Effect:Status Restore]

YARHI-SMITTEN SEEQ



Nature | Type: Melee | **Ranged** | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
38	702	260	142	259	183	266	145	75	136	93	41	0.846

ATTACKS

(S)Axes [Damage:10] (S)Tomahawk [Damage:20x2] (S)Boomerang [Damage:20x2] (S)Heave-ho [Effect:Add Knockback effect to attack] (S)Rampage [Effect:Berserk] (H)Potion [Effect:Restore 25% Max HP]

AURACITE WASTREL



Nature | Type: **Melee** | Ranged | Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x1.2)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
39	672	391	185	210	185	235	172	81	124	94	67	0.714

ATTACKS

(S)Attack [Damage:10] (S)Rush [Damage:70] (S)Cripple [Damage:20/Effect:Immobilize] (N)Riot [Effect:Berserk] (F)Backdraft [Damage:100/Effect:Deplete HP 25%]

THE CONJURER NEDHI



Nature | Type: **Melee** | Ranged | Flying

Support Ability: Will of Steel

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x1.2)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
38	664	279	181	295	181	230	144	80	145	93	67	0.714

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Speed [Effect: Spd 0.5x] (N)Rend Armor [Effect:Stm 0.5x] (N)Rend Mind [Effect:Mnd 0.5x] (H)First Aid [Effect:HP Restore(Basic Heal:50)]

8-2A

DALMASCAN SOLDIER (NEUTRAL)



Nature | Type: **Melee** | Ranged | Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
40	1130	230	230	230	230	230	57	57	57	57	--	0.714

ATTACKS

None

8-4

MYDIA



Nature | Type: **Melee** | Ranged | Flying

Support Ability: Gallantry

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
50	4000	332	345	910	908	274	173	131	307	267	69	1.314

ATTACKS

(S)Attack [Damage:10 (S)Wings of Judgment [Damage:50/Effect:Knockback (N)Mighty Attack [Effect:Str & Mgk 1.2x] (N)Dark Aura [Damage:80] (H)Holyja [Damage:40x8+70]

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TIME'S SWORDMAIDEN



Nature: Neutral | Type: Melee | Ranged | Flying

Support Ability: Clairvoyance

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
43	714	289	201	289	221	261	162	95	139	122	69	0.834
46	738	307	213	307	234	276	166	98	143	125	69	0.834

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Speed [Effect:Spd 0.5x] (N)Rend Armor [Effect:Stm 0.5x] (N)Rend Mind [Effect:Mnd 0.5x] (S)Head Strike [Damage:50]

TIME'S WARDER



Nature: Earth | Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.5)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
43	767	317	201	348	200	202	169	95	168	104	66	0.834
44	776	324	205	355	204	206	171	96	169	105	66	0.834
46	794	337	213	369	212	214	174	98	173	107	66	0.834

ATTACKS

(N)Attack [Damage:10/Effect:Poison] (S)Diving Slash [Damage:80] (N)Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] Iron Will [Effect:Str0.9x & Stm1.3x] Flash of Steel [Damage:50]

TIME'S KNIGHT



Nature: Neutral | Type: Melee | Ranged | Flying

Support Ability: Auto-Float

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	(x0.75)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
43	744	216	201	289	289	245	144	95	162	117	67	0.834
44	752	220	205	295	295	250	145	96	163	118	67	0.834
46	768	228	213	307	307	260	147	98	166	121	69	0.834
47	776	232	217	313	313	265	148	99	168	123	69	0.834

ATTACKS

(S)Attack [Field/Damage:10] (S)Jump [Damage:50] (F)Firebreath [Damage:30] (W)Frostbreath [Damage:30] (L)Plasmabreath [Damage:30] (E)Petrobreath [Damage:30] (H)Dragonmend [HP Restore (Basic Heal:80) & Status Restore]

TIME'S MAN-AT-ARMS



Nature: Lightning | Type: Melee | Ranged | Flying

Support Ability: Resist All

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	All	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
44	712	340	220	205	250	250	175	100	132	116	67	0.834
46	728	354	228	213	260	260	178	102	134	119	69	0.834
47	736	361	232	217	265	265	180	103	135	120	69	0.834

ATTACKS

(S)Attack [Damage 10 (S)Wings of Judgment [Damage:50/Effect:Knockback (N)Mighty Attack [Effect:Str & Mgk 1.2x] (N)Dark Aura [Damage:80] (H)Holyja [Damage:40x8+70]

9-2

FEOLTHANOS



Nature: Neutral | Type: Melee | Ranged | Flying

Support Ability: Gallantry

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	All	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
48	2920	340	318	800	788	168	185	129	300	247	65	0.714

ATTACKS

(S)Attack [Damage 10 (S)Wings of Judgment [Damage:50/Effect:Knockback (N)Mighty Attack [Effect:Str & Mgk 1.2x] (S)Drain [Damage:50/Effect:Leech] (N)Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] (N)Bloodied Blade [Effect:Adds Leech effect to attack] (N)Dark Aura [Damage:80]

9-4

MYDIA



Nature: Neutral | Type: Melee | Ranged | Flying

Support Ability: Gallantry

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	All	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
52	3080	364	342	860	848	180	191	135	315	262	65	0.714

ATTACKS

(S)Attack [Damage 10 (S)Wings of Judgment [Damage:50/Effect:Knockback (N)Mighty Attack [Effect:Str & Mgk 1.2x] (S)Drain [Damage:50/Effect:Leech] (N)Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] (N)Bloodied Blade [Effect:Adds Leech effect to attack] (N)Dark Aura [Damage:80]

10-2

PHEA, MAELSTROM'S EYE



Nature: Earth | Type: Melee | Ranged | Flying

Support Ability: Clairvoyance

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.25)	(x0.5)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
59	1342	395	265	395	291	336	188	111	173	147	72	0.834

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Speed [Effect:Spd 0.5x] (N)Rend Armor [Effect:Stm 0.5x] (N)Rend Mind [Effect:Mnd 0.5x] (S)Head Strike [Damage:50]

EUMA, LIGHT UNBIDDEN



Nature: Earth | Type: Melee | Ranged | Flying

Support Ability: Clairvoyance

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.25)	(x0.5)	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
58	1334	389	261	389	287	331	187	110	172	146	72	0.834

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Speed [Effect:Spd 0.5x] (N)Rend Armor [Effect:Stm 0.5x] (N)Rend Mind [Effect:Mnd 0.5x] (S)Head Strike [Damage:50]

GEUSE, BILLOWING CLOUD



Nature: Neutral | Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
58	1402	433	261	438	260	272	198	110	199	125	34	0.834

ATTACKS

(N)Attack [Damage:10/Effect:Poison] (S)Diving Slash [Damage:80] (N)Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] Iron Will [Effect:Str0.9x & Stm1.3x] Flash of Steel [Damage:50]

TYCA, REALMCROSSER



Nature: Lightning | Type: Melee | Ranged | Flying

Support Ability: Auto-Float

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
58	1364	271	261	389	389	320	157	110	197	147	47	0.834

ATTACKS

(S)Attack [Field/Damage:10] (S)Jump [Damage:50] (F)Firebreath [Damage:30] (W)Frostbreath [Damage:30] (L)Plasmabreath [Damage:30] (E)Petrobreath [Damage:30] (H)Dragonmend [HP Restore (Basic Heal:80) & Status Restore]

INTE, THE AUSTRAL WIND



Nature: Neutral | Type: Melee | Ranged | Flying

Support Ability: Resist All

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	All	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
58	1324	448	261	261	320	335	202	110	155	140	47	0.834

ATTACKS

(N)Attack [Field/Damage:10] (S)Shadowstrike [Damage:30/Effect:Blind] (S)Smotherstrike [Damage:30/Effect:Silence] (S)Chaostrike [Damage:30/Effect:Confuse] (S)Stunstrike [Damage:30/Effect:Slow] (S)Purge [Damage:30/Effect:Erase enemy buffs]

10-3

FEOLTHANOS MEDI



Nature: Neutral | Type: Melee | Ranged | Flying

Support Ability: None

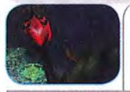
WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	All	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
60	14240	600	600	600	600	383	150	150	150	150	--	--
99	20246	951	951	951	951	617	237	237	237	237	--	--

ATTACKS

(N)Faithless Cry [Damage:100]

FEOLTHANOS DEX



Nature: Neutral | Type: Melee | Ranged | Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	All	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
58	7640	504	524	509	524	361	126	131	127	131	--	--
99	10920	832	852	837	852	607	208	213	209	213	--	--

ATTACKS

(N)Condemnation [Damage:30]

FEOLTHANOS SINIS

Nature: Neutral | Type: Melee | Ranged | Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
58	7640	524	504	524	509	361	131	126	131	127	--	--
99	10920	852	832	852	837	607	213	208	213	209	--	--

ATTACKS

(N)Consecration [Damage:100/Effect:Knockback]

FEOLTHANOS



Nature: Earth | Type: Melee | Ranged | Flying

Support Ability: None

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
--	--	None	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
40	55	40	40	40	50	113.75	60	100	70	20	0.834	0.714
80	5	5	7	7	7	1.25	1.25	1.75	1.75	--	--	--

ATTACKS

(F)Attack [Damage:15/Effect:Knockback] (S)Swiftness [Damage:70] (N)Hastega [Effect:Haste] (N)Dispelga [Effect:Erase enemy buffs] (N)Gravija [Damage:Opponent's HP 50%] (N)Shining Ray [Damage:80]

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TOMAJ'S NOTICE BOARD HUNTS

Listed in this section are stats for the leaders and other units that appear in all of the hunts posted on Tomaj's notice board, including all Monster Hunts, Sky Pirate Hunts, Treasure Hunts, and Rare Monster Hunts. Once again, the units are listed according to the chronological order of the missions in which they appear.

T47

AEGYL QUESTRIST



Nature: ⚡ Type: Melee / Ranged / **Flying**

Support Ability: Clairvoyance

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
10	450	91	69	91	75	86	52	32	44	40	62	0.834

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x]

AEGYL WATCH



Nature: ⚡ Type: Melee / Ranged / **Flying**

Support Ability: Clairvoyance

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
10	450	91	69	91	75	86	52	32	44	40	62	0.834

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x]

AEGYL BRUTE



Nature: ▭ Type: Melee / Ranged / **Flying**

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
10	470	100	69	102	68	70	55	32	52	35	62	0.834

ATTACKS

(N)Attack [Damage:10] (S)Diving Slash [Damage:80] (N)Frenetic Rage [Effect:Str 1.3x & Stm 0.9x]

SJUDR



Nature: ▭ Type: Melee / Ranged / **Flying**

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
11	479	106	73	109	72	74	56	33	54	36	62	0.834

ATTACKS

(N)Attack [Damage:10] (S)Diving Slash [Damage:80] (N)Frenetic Rage [Effect:Str 1.3x & Stm 0.9x]

T49

QUADDO, VERMINLORD



Nature: ▭ Type: **Melee** / Ranged / Flying

Support Ability: Auto-Regen

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
⚡ (X1.1)	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
14	472	100	110	115	70	120	55	37	55	35	63	0.714

ATTACKS

(S)Attack [Damage:10] (S)Roundhouse [Damage:50] (H)Chakra [Effect:HP Restore(Basic Heal:80) & Status Restore] (N)Focus [Effect:Focus]

ASPIRING FENCER



Nature: ⚡ Type: **Melee** / Ranged / Flying

Support Ability: Will of Steel

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
13	464	109	81	119	81	95	57	35	56	38	63	0.714

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Speed [Effect:Spd 0.5x]

WHITE-CLAD SKY PIRATE



Nature: Type: Melee / **Ranged** / Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
13	381	80	100	95	110	95	40	65	38	57	12	0.714

ATTACKS

(H)Cure [Effect:Restore HP(Basic Heal:20)] (H)Curaga [Effect:Restore HP(Basic Heal:80)] (N)Protectga [Effect:Protect] (N)Shellga [Effect:Shell]

NEARSIGHTED ARCHER



Nature: Type: Melee / **Ranged** / Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.75)	NONE	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
13	371	95	81	95	81	121	53	35	45	42	63	0.714

ATTACKS

(S)Bows [Damage:6] (N)Shadowbind [Effect:Immobilize] (N)Sharpshot [Effect: Steady Shot] (N)Camoflauge [Effect:Invisible]

HEADHUNTING SKY PIRATE



Nature: Type: Melee / **Ranged** / Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.75)	NONE	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
13	371	95	81	95	81	121	53	35	45	42	63	0.714

ATTACKS

(S)Bows [Damage:6] (N)Shadowbind [Effect:Immobilize] (N)Sharpshot [Effect: Steady Shot] (N)Camoflauge [Effect:Invisible]

T50

ALTEA, AVIATOR



Nature: Type: **Melee** / Ranged / Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
19	512	105	105	130	125	181	66	46	62	61	65	0.774

ATTACKS

(S)Attack [Damage:10] (F)Fire Sword [Damage:50] (W)Blizzard Sword [Damage:50] (L)Thunder Sword [Damage:50] (E)Stone Sword [Damage:50]

SELF-DELUDED MAGE



Nature: Type: Melee / **Ranged** / Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.75)	NONE	5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
18	416	100	120	120	145	120	45	70	50	76	12	0.714

ATTACKS

(H)Cure [Effect:Restore HP(Basic Heal:20)] (H)Curaga [Effect:Restore HP(Basic Heal:80)] (N)Protectga [Effect:Protect] (N)Shellga [Effect:Shell] (H)Esunaga [Effect:Status Restore]

SERMONICAL SORCERER



Nature: ⚡ Type: Melee / **Ranged** / Flying

Support Ability: Tonguetwister

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.75)	NONE	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
18	406	100	140	100	145	120	45	80	45	76	23	0.714

ATTACKS

(L)Lightning [Damage:10/Effect:Slow] (F)Firaga [Damage:50] (N)Slowga [Effect:Slow] (N)Hastega [Effect:Haste] (N)Regenga [Effect:Regen]

ARCANE SCHOLAR



Nature: Type: Melee / **Ranged** / Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.75)	NONE	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
18	388	100	154	120	125	120	45	78	50	71	37	0.714

ATTACKS

(W)Blizzard [Damage:10] (F)Firaga [Damage:50] (N)Bio [Effect:Poison] (N)Blindga [Effect:Blind] (N)Sleepga [Effect:Sleep]

GARRULOUS GUNSLINGER



Nature: ▭ Type: Melee / **Ranged** / Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	(X0.75)	NONE	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
19	493	145	125	110	105	145	76	51	57	56	12	0.714

ATTACKS

(N)Guns [Damage:8/Effect:Confuse] (F)Firaga Shot [Damage:50] (W)Blizzaga Shot [Damage:50] (L)Thundaga Shot [Damage:50] (E)Stonega Shot [Damage:50]

T53

PAULA, PLUNDERER



Nature: Type: Melee / **Ranged** / Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.75)	NONE	5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
21	437	112	135	135	163	135	48	73	53	80	12	0.714

ATTACKS

(H)Cure [Effect:Restore HP(Basic Heal:20)] (H)Curaga [Effect:Restore HP(Basic Heal:80)] (N)Protectga [Effect:Protect] (N)Shellga [Effect:Shell] (H)Esunaga [Effect:Status Restore]

APPRAISING SKY PIRATE



Nature: Type: **Melee** / Ranged / Flying

Support Ability: Lifeshield

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
21	633	158	112	163	135	112	79	48	80	53	63	0.714

ATTACKS

(E)Attack [Damage:10/Effect:Slow] Pummel [Damage:20+20+30] Warcry [Effect:Disable] Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] Iron Will [Effect:Str 0.9x & Stm 1.3x]

UNSAVORY WARRIOR



Nature: Type: **Melee** / Ranged / Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
20	520	207	109	116	109	135	91	47	65	51	64	0.714

ATTACKS

(S)Attack [Damage:10] (S)Rush [Damage:70] (S)Cripple [Damage:20/Effect:Immobilize] (N)Riot [Effect: Berserk] (F)Backdraft [Damage:100/Effect:Deplete HP 25%]

WELL-TRAVELED ARCHER



Nature: Type: Melee / **Ranged** / Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	▭	NONE

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
20	420	130	109	135	109	167	72	47	63	57	65	0.714

ATTACKS

(S)Bows [Damage:6] (N)Shadowbind [Effect:Immobilize] (N)Sharpshot [Effect: Steady Shot] (N)Camoflauge [Effect:Invisible] (S)Barrage [Damage:8x10] (H)Remedy [Effect:Status Restore]

T55

FLEETFOOTED NINJA



Nature: ▭ Type: **Melee** / Ranged / Flying

Support Ability: Pain Chain

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
29	563	184	174	145	145	237	106	73	90	72	45	0.834

ATTACKS

(N)Attack [Damage:10] (S)Katon [Damage:20/Effect:Confuse] (S)Suiton [Damage:20/Effect:Silence] (S)Raijin [Damage:20/Effect:Slow] (S)Doton [Damage:20/Effects:Blind] (S)Dokumon [Damage:30/Effect:Poison]

LOVELORN WARMAGE



Nature: Type: **Melee** / Ranged / Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
28	584	141	141	170	180	250	95	65	87	90	45	0.774

ATTACKS

(S)Attack [Damage:10] (F)Fire Sword [Damage:50] (W)Blizzard Sword [Damage:50] (L)Thunder Sword [Damage:50] (E)Stone Sword [Damage:50] Mighty Guard [Effect:Barrier]

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FRAUGHT FUSILIER



Nature: — Type: Melee | Ranged | Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
—	(X0.75)	NONE	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
27	549	193	165	137	137	193	108	71	79	79	39	0.714

ATTACKS

(N)Guns [Damage:8/Effect:Confuse] (F)Firaga Shot [Damage:50] (W)Blizzaga Shot [Damage:50] (L)Thundaga Shot [Damage:50] (E)Stonega Shot [Damage:50] (S)Energy Slug [Damage:80]

SHARMA, VOLUNTEER (NEUTRAL)



Nature: Water Type: Melee | Ranged | Flying

Support Ability: Auto-Float

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.25)	—	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
29	632	145	145	220	220	175	96	66	125	S0	21	0.834

ATTACKS

(S)Attack [Field/Damage:10] (S)Jump [Damage:50] (F)Firebreath [Damage:30] (W)Frostbreath [Damage:30] (L)Plasmabreath [Damage:30] (E)Petrobreath [Damage:30]

AEGYL PARTISAN (NEUTRAL)



Nature: — Type: Melee | Ranged | Flying

Support Ability: Resist All

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
—	—	ALL	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
28	584	238	141	141	170	170	119	65	89	78	43	0.834

ATTACKS

(N)Attack [Field/Damage:10] (S)Shadowstrike [Damage:30/Effect:Blind] (S)Smotherstrike [Damage:30/Effect:Silence] (S)Chaostrike [Damage:30/Effect:Confuse] (S)Stunstrike [Damage:30/Effect:Slow] (S)Purge [Damage:30/Effect:Remove Enemy Buffs]

T59

GYRO, SANDSAILOR



Nature: Earth Type: Melee | Ranged | Flying

Support Ability: Lifeshield

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.75)	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
30	719	212	148	212	180	148	113	67	113	75	42	0.714

ATTACKS

(E)Attack [Damage:10/Effect:Slow] Pummel [Damage:20+20+30] Warcry [Effect:Disable] Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] Iron Will [Effect:Str 0.9x & Stm 1.3x] Cold Blood [Damage:100/Effect: Deplete HP 25%]

STUMPLEGGED SEEQ



Nature: — Type: Melee | Ranged | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
—	—	NONE	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
29	621	216	115	205	147	202	114	58	105	72	39	0.846

ATTACKS

(S)Axes [Damage:10] (S)Tomahawk [Damage:20x2] (S)Boomerang [Damage:20x2] (S)Heave-ho [Effect: Add Knockback effect to attack] (S)Rampage [Effect:Berserk] (H)Potion [Effect:Restore 25% Max HP]

OVERZEALOUS SKY PIRATE



Nature: Earth Type: Melee | Ranged | Flying

Support Ability: Will of Steel

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
—	—	NONE	5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
29	592	205	145	225	155	175	111	66	101	83	43	0.714

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Speed [Effect:Spd 0.5x] (N)Rend Armor [Effect:Stm 0.5x] (N)Rend Mind [Effect:Mnd 0.5x]

STEALTHY SKY PIRATE



Nature: — Type: Melee | Ranged | Flying

Support Ability: Pain Chain

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
—	—	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
29	563	184	174	145	145	237	106	73	90	72	45	0.834

ATTACKS

(N)Attack [Damage:10] (S)Katon [Damage:20/Effect:Confuse] (S)Suiton [Damage:20/Effect:Silence] (S)Raijin [Damage:20/Effect:Slow] (S)Doton [Damage:20/Effects:Blind] (S)Dokumon [Damage:30/Effect: Poison]

TIME PIRATE



Nature: Water Type: Melee | Ranged | Flying

Support Ability: Tongue twister

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.75)	NONE	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
30	490	148	212	148	222	180	67	113	67	115	24	0.714

ATTACKS

(W)Blizzard [Damage:10/Effect:Silence] (F)Firaga [Damage:50] (N)Slowga [Effect:Slow] (N)Hastega [Effect:Haste] (N)Regenga [Effect:Regen] (N)Stopga [Effect:Stop] (N)Comet [Damage:100]

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AUROCHE (NEUTRAL)



Nature: — Type: Melee | Ranged | Flying

Support Ability: Auto-Float

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
—	—	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
34	672	165	180	235	235	200	121	85	138	98	44	0.834

ATTACKS

(S)Attack [Field/Damage:10] (S)Jump [Damage:50] (F)Firebreath [Damage:30] (W)Frostbreath [Damage:30] (L)Plasmabreath [Damage:30] (E)Petrobreath [Damage:30] (H)Dragonmend [HP Restore (Basic Heal:80) & Status Restore]

T66

SELLSWORD SKY PIRATE



Nature: — Type: Melee | Ranged | Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	—	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
42	696	416	197	224	197	250	179	84	128	97	67	0.714

ATTACKS

(S)Attack [Damage:10] (S)Rush [Damage:70] (S)Cripple [Damage:20/Effect:Immobilize] (N)Riot [Effect: Berserk] (F)Backdraft [Damage:100/Effect:Deplete HP 25%]

FORGETFUL SEEQ



Nature: — Type: Melee | Ranged | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
—	—	NONE	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
41	729	278	151	277	195	284	149	77	141	96	41	0.846

ATTACKS

(S)Axes [Damage:10] (S)Tomahawk [Damage:20x2] (S)Boomerang [Damage:20x2] (S)Heave-ho [Effect: Add Knockback effect to attack] (S)Rampage [Effect:Berserk] (H)Potion [Effect:Restore 25% Max HP]

APATHETICAL SKY PIRATE



Nature: Earth Type: Melee | Ranged | Flying

Support Ability: Tongue twister

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
—	—	NONE	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
41	567	192	278	192	293	235	88	149	88	158	13	0.714

ATTACKS

(W)Blizzard [Damage:10/Effect:Silence] (F)Firaga [Damage:50] (N)Slowga [Effect:Slow] (N)Hastega [Effect:Haste] (N)Regenga [Effect:Regen] (N)Stopga [Effect:Stop] (N)Comet [Damage:100]

BLOOD-CRAVING AEGYL



Nature: — Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	—	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
40	740	309	189	322	188	200	157	87	152	95	66	0.834

ATTACKS

(S)Attack [Damage:10/Effect:Poison] (S)Diving Slash [Damage:80] (N)Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] Iron Will [Effect:Str0.9x & Stm1.3x] Flash of Steel [Damage:50]

MELWE THE CAPRICIOUS



Nature: — Type: Melee | Ranged | Flying

Support Ability: Resist All

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
—	—	ALL	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
40	680	312	189	189	230	240	158	87	119	105	45	0.834

ATTACKS

(S)Attack [Damage:10/Effect:HP Drain] (N)Immobilizega [Effect:Immobilize] (N)Mighty Guard [Effect: Barrier] (S)Scourge [Damage:30/Effect:Poison] (N)Mighty Attack [Effect:Str & Mgk 1.2x] (N)Dispelga [Effect:Remove Enemy Buffs]

T69

RIKKEN



Nature: Water Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
—	—	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
52	1028	443	292	403	277	340	200	118	181	123	72	0.714

ATTACKS

(S)Attack [Damage:10] (W)Whirlwind Slash [Damage:50] (W)Lunge [Damage:50] (N)Focus [Effect:Focus] (H)Inner Peace [Effect:Status Restore & Regen] (W)Eviscerator [Damage:15x5]

ELZA



Nature: Earth Type: Melee | Ranged | Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.5)	NONE	4

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
50	950	269	392	283	391	330	157	143	151	151	42	0.714

ATTACKS

(N)Guns [Damage:8] (F)Firaga Shot [Damage:50] (W)Blizzaga Shot [Damage:50] (L)Thundaga Shot [Damage:50] (E)Stonega Shot [Damage:50] (H)Curaga Shot [Damage:80/HP Restore] (H)Esunaga Shot [Effect:Restore status]

RAZ



Nature: — Type: Melee | Ranged | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
—	—	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
50	1010	320	280	380	391	304	170	115	162	164	46	0.996

ATTACKS

(S)Attack [Damage:10/Effect:HP Drain] (N)Immobilizega [Effect:Immobilize] (N)Mighty Guard [Effect: Barrier] (S)Scourge [Damage:30/Effect:Poison] (N)Mighty Attack [Effect:Str & Mgk 1.2x] (N)Dispelga [Effect:Remove Enemy Buffs]

T70

BA'GAMNAN



Nature: — Type: Melee | Ranged | Flying

Support Ability: Outlaw's Monograph

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
—	(X0.75)	POISON, SLEEP, CONFUSE, STOP, DISABLE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
52	1876	448	236	431	324	235	192	99	197	126	67	0.714

ATTACKS

(N)Attack [Damage:10] (N)Wild Swing [Damage:50] (S)Drain [Damage:50/Effect:HP Drain] (N)Berserk [Effect:Berserk] (N)Bad Breath [Effect:Any Badstat] (N)Darkness [Damage:100/Effect:Deplete HP 25%] (N)Ba'Syphon[Damage:20/Effect: Mgk & Mnd Drain] (N)Dark Aura [Damage:80]

BWAGI



Nature: Thunder Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.5)	POISON, SLEEP, CONFUSE, STOP, DISABLE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
51	1521	398	335	325	285	285	169	118	162	125	69	0.714

ATTACKS

(S)Attack [Damage:10] (S)Spin Attack [Damage:50] (H)Potion [Effect:Restore 25% Max HP] (H)Remedy [Effect:Status Restore] Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] Iron Will [Effect:Str 0.9x & Stm 1.3x]

GIJUK



Nature: — Type: Melee | Ranged | Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.5)	POISON, SLEEP, CONFUSE, DISABLE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
51	1521	285	398	299	361	285	141	134	155	144	34	0.714

ATTACKS

(S)Discs [Damage:10] (N)Slowga [Effect:Slow] (N)Hastega [Effect:Haste] (N)Sleepga [Effect:Sleep] (N)Confusega [Effect:Confuse] (S)Scourge [Damage:30/Effect:Poison]

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RINOK



Nature: ⚡ | Type: Melee | Ranged | Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.5)	SLEEP, CONFUSE, STOP, DISABLE	4

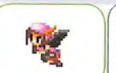
LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
51	1521	309	285	300	336	362	147	106	156	138	73	0.846

ATTACKS

(S)Attack [Damage:10/Effect:Poison] (S)Daggerplay [Damage:50] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Armor [Effect:Stm 0.5x] (N)Rend Mind [Effect:Mind 0.5x]

T7.1

QUINT



Nature: ● | Type: Melee | Ranged | Flying

Support Ability: Clairvoyance

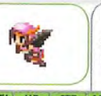
WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
48	754	319	221	319	243	286	169	100	146	127	69	0.834

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Speed [Effect:Spd 0.5x] (N)Rend Armor [Effect:Stm 0.5x] (N)Rend Mind [Effect:Mnd 0.5x] (S)Head Strike [Damage:50]

AEGYL VANGUARD



Nature: ⚡ | Type: Melee | Ranged | Flying

Support Ability: Clairvoyance

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
49	762	325	225	325	247	291	171	101	148	128	69	0.834

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Speed [Effect:Spd 0.5x] (N)Rend Armor [Effect:Stm 0.5x] (N)Rend Mind [Effect:Mnd 0.5x] (S)Head Strike [Damage:50]

DOLEFUL AEGYL



Nature: ● | Type: Melee | Ranged | Flying

Support Ability: Auto-Float

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	(X0.75)	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
49	792	240	225	325	325	275	150	101	171	126	69	0.834

ATTACKS

(S)Attack [Damage:10] (S)Jump [Damage:50] (F)Firebreath [Damage:30] (W)Frostbreath [Damage:30] (L)Plasmabreath [Damage:30] (E)Petrobreath [Damage:30] (H)Dragonmend [HP Restore (Basic Heal:80) & Status Restore]

HAWK-EYED AEGYL



Nature: ⚡ | Type: Melee | Ranged | Flying

Support Ability: Auto-Float

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	(X0.75)	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
48	784	236	221	319	319	270	149	100	169	124	45	0.834

ATTACKS

(S)Attack [Field/Damage:10] (S)Jump [Damage:50] (F)Firebreath [Damage:30] (W)Frostbreath [Damage:30] (L)Plasmabreath [Damage:30] (E)Petrobreath [Damage:30] (H)Dragonmend [HP Restore (Basic Heal:80) & Status Restore]

T7.5

FALTZ, SKYSEER



Nature: ▭ | Type: Melee | Ranged | Flying

Support Ability: Valor

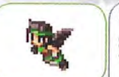
WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.5)	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
50	830	364	229	397	228	230	181	102	180	111	33	0.834

ATTACKS

(S)Attack [Damage:10/Effect:Poison] (S)Diving Slash [Damage:80] (N)Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] Iron Will [Effect:Str0.9x & Stm1.3x] Flash of Steel [Damage:50]

AEGYL WARMONGER



Nature: ● | Type: Melee | Ranged | Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(X1.2)	(X0.5)	NONE	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
49	821	357	225	390	224	226	179	101	178	110	67	0.834

ATTACKS

(S)Attack [Damage:10] (S)Diving Slash [Damage:80] (N)Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] Iron Will [Effect:Str0.9x & Stm1.3x] Flash of Steel [Damage:50]

VENGEFUL AEGYL



Nature: ⚡ | Type: Melee | Ranged | Flying

Support Ability: Resist All

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	ALL	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
49	752	375	240	225	275	275	183	105	137	122	69	0.834

ATTACKS

(N)Attack [Damage:10] (S)Shadowstrike [Damage:30/Effect:Blind] (S)Smotherstrike [Damage:30/Effect:Silence] (S)Chaostrike [Damage:30/Effect:Confuse] (S)Stunstrike [Damage:30/Effect:Slow] (S)Purge [Damage:30/Effect:Remove Enemy Buffs]

AVENGING AEGYL



Nature: ▭ | Type: Melee | Ranged | Flying

Support Ability: Resist All

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	ALL	3.5

LEVEL	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
49	752	375	240	225	275	275	183	105	137	122	46	0.834

ATTACKS

(N)Attack [Damage:10] (S)Shadowstrike [Damage:30/Effect:Blind] (S)Smotherstrike [Damage:30/Effect:Silence] (S)Chaostrike [Damage:30/Effect:Confuse] (S)Stunstrike [Damage:30/Effect:Slow] (S)Purge [Damage:30/Effect:Remove Enemy Buffs]

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MELEE BATTLES

Listed in this section are stats for the leaders and other units that appear in all of the Melee Battles available in the game, including all Monster Melees, Summoning Melees, and Sky Pirate Melees. Once again, the units are listed according to the chronological order of the missions in which they appear.

MB03

MONK



Nature: ▭ | Type: Melee | Ranged | Flying

Support Ability: Auto-Regen

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-1	360	30	30	31	28	31	27.5	12.5	25.75	19	61	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	5	5	6	3	6	1.25	1.25	1.5	0.75	--	0

ATTACKS

(S)Attack [Damage:10] (S)Roundhouse [Damage:50] (H)Chakra [Effect:HP Restore (Basic Healing:80) & Status Restore] (N)Focus [Required Lv12/Effect:Focus] (S)Far Fist [Required Lv18/Damage:50] (S)Flurry [Required Lv:24/Damage:20+20+30]

BLACK MAGE



Nature: ● | Type: Melee | Ranged | Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-1	280	28	32	30	30	30	17	28	17.5	27.5	36	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
6	4	6	5	5	5	1	1.5	1.25	1.25	--	0

ATTACKS

(E)Stone [Damage:10] Firaga [Damage:50] (N)Bio [Required Lv10/Effect:Poison] (N)Blindga [Required Lv:12/Effect:Blind] (N)Sleepga [Required Lv:18/Effect:Sleep] (N)Silentga [Required Lv:24/Effect:Silence] (N)Confusega [Required Lv:30/Effect:Confuse] (N)Flare [Required Lv:36/Damage:100]

FUSILIER



Nature: ▭ | Type: Melee | Ranged | Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-1	360	31	30	29	29	31	27.75	17.5	22.25	22.25	36	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	6	5	4	4	6	1.5	1.25	1	1	--	0

ATTACKS

(N)Fire Weapon [Damage:8] (F)Firaga Shot [Damage:50] (W)Blizzaga Shot [Damage:50] (L)Thundaga Shot [Required Lv:12/Damage:50] (E)Stonega Shot [Required Lv:18/Damage:50] (S)Energy Slug [Required Lv:24/Damage:80]

WARMAGE



Nature: ▭ | Type: Melee | Ranged | Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-1	360	29	29	30	35	32	27.25	17.25	22.5	23.75	61	0.774

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	4	4	5	5	7	1	1	1.25	1.25	--	0

ATTACKS

(S)Attack [Damage:10] (F)Fire Sword [Damage:50] (W)Blizzard Sword [Damage:50] (L)Thunder Sword [Required Lv:12/Damage:50] (E)Stone Sword [Required Lv:18/Damage:50] (N)Mighty Guard [Effect: Required Lv:24/Barrier] (S)Piercing Blow [Required Lv:30/Damage:50]

MB04

SKY PIRATE



Nature: ▭ | Type: Melee | Ranged | Flying

Support Ability: Will of Steel

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
+1	360	31	29	31	29	30	27.75	17.25	25.75	19.25	61	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	6	4	6	4	5	1.5	1	1.5	1	--	0

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Speed [Required Lv:12/Effect:Spd 0.5x] (N)Rend Armor [Required Lv:18/Effect:Stm 0.5x] (N)Rend Mind [Required Lv:24/Effect:Mnd 0.5x] (H)First Aid [Required Lv:30/Effect:HP Restore (Basic Healing:50)]

WHITE MAGE



Nature: ■ | Type: Melee | Ranged | Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
+1	290	28	30	30	32	30	17	27.5	17.5	28	12	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	4	5	5	6	5	1	1.25	1.25	1.5	--	0

ATTACKS

(H)Cure [Effect:Restore HP(Basic Heal:20)] (H)Curaga [Effect:Restore HP(Basic Heal:80)] (N)Protectga [Effect:Protect] (N)Shellga [Required Lv:12/Effect:Shell] (H)Esunaga [Required Lv:18/Effect:Status Restore] (N)Dispelga [Required Lv:30/Effect:Remove Enemy Buffs] (H)Holy [Required Lv:36/Damage:80]

GLADIATOR



Nature: ▭ | Type: Melee | Ranged | Flying

Support Ability: Lifeshield

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
+2	360	32	28	32	30	28	28	17	28	17.5	61	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	6	4	6	5	4	1.5	1	1.5	1.25	--	0

ATTACKS

(E)Attack [Damage:10] Pummel [Damage:20+20+30] Warcry [Effect:Disable] Frenetic Rage [Required Lv:12/Effect:Str 1.3x & Stm 0.9x] Iron Will [Required Lv:18/Effect:Str 0.9x & Stm 1.3x] Cold Blood [Required Lv:24/Damage:100/Effect:Deplete HP 25%]

Unit Stats

MB06

TIME MAGE



Nature ⚡ **Type** Melee **Ranged** Flying

Support Ability: Tonguetwister

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
+3	280	28	37	28	32	30	22	38	22	38	36	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	4	6	4	6	5	1	1.5	1	1.5	--	0

ATTACKS

(L)Lightning [Damage:10] (F)Firaga [Damage:50] (N)Slowga [Effect:Slow] (N)Hastega [Effect:Haste] (N)Regenga [Required Lv:18/Effect:Regen] (N)Stopga [Required Lv:24/Effect:Stop] (N)Comet [Required Lv:30/Damage:100]

FUSILIER



Nature 🔥 **Type** Melee **Ranged** Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
+3	360	31	30	29	29	36	37.75	22.5	19.25	29.25	36	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	6	5	4	4	6	1.5	1.25	1	1	--	0

ATTACKS

*Same as MB03

WARMAGE



Nature 🔥 **Type** Melee **Ranged** Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
💧 (x1.2)	🔥 (x0.75)	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
+3	360	29	29	30	30	32	47.25	27.25	29.5	29.5	61	0.774

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	4	4	5	5	7	1	1	1.25	1.25	--	0

ATTACKS

*Same as MB03

SEEQ



Nature ▭ **Type** Melee **Ranged** Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
⚡ (x1.1)	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
+3	360	32	38	31	31	33	38	24.5	34.75	25.75	36	0.846

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
9	6	3	6	4	6	1.5	0.75	1.5	1	--	0

ATTACKS

(S)Axes [Damage:10] (S)Tomahawk [Damage:20x2] (S)Boomerang [Damage:20x2] (S)Heave-ho [Required Lv:12/Effect:Add Knockback effect to attack] (S)Rampage [Required Lv:18/Effect:Berserk] (H)Potion [Required Lv:24/Effect:Restore 25% Max HP]

NINJA



Nature ▭ **Type** Melee **Ranged** Flying

Support Ability: Pain Chain

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
⚡ (x1.1)	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
+3	360	29	39	29	29	39	37.25	24.75	34.25	25.25	61	0.834

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	5	5	4	4	7	1.25	1.25	1	1	--	0

ATTACKS

(N)Attack [Damage:10] (S)Katon [Damage:20/Effect:Confuse] (S)Suiton [Damage:20/Effect:Silence] (S)Raijin [Damage:20/Effect:Slow] (S)Doton [Required Lv:18/Damage:20/Effects:Blind] (S)Dokumon [Required Lv:24/Damage:30/Effect:Poison]

MB07

MONK



Nature ▭ **Type** Melee **Ranged** Flying

Support Ability: Auto-Regen

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
⚡ (x1.1)	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
--	360	30	40	31	28	36	37.5	20	34.75	25	61	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	5	5	6	3	6	1.25	1.25	1.5	0.75	--	0

ATTACKS

*Same as MB03

BLACK MAGE



Nature ⚡ **Type** Melee **Ranged** Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
--	280	28	37	30	30	30	22	39.25	22.5	37.5	36	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
6	4	6	5	5	5	1	1.5	1.25	1.25	--	0

ATTACKS

(L)Lightning [Damage:10] *Other than Basic Attack, Same as MB03

WARRIOR



Nature 🔥 **Type** Melee **Ranged** Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
⚡ (x1.1)	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
--	360	33	39	29	29	35	48.25	29.75	34.25	25.25	61	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	7	4	5	4	5	1.75	1	1.25	1	--	0

ATTACKS

(S)Attack [Damage:10] (S)Rush [Damage:70] (S)Cripple [Damage:20/Effect:Immobilize] (N)Riot [Required Lv:12/Effect:Berserk] (F)Backdraft [Required Lv:18/Damage:100/Effect:Deplete HP 25%]

MB10

GLADIATOR



Nature ▭ **Type** Melee **Ranged** Flying

Support Ability: Lifeshield

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
⚡ (x1.2)	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	32	28	42	40	28	58	32	60.5	35	61	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	6	4	6	5	4	1.5	1	1.5	1.25	--	0

ATTACKS

*Same as MB04

NINJA



Nature ▭ **Type** Melee **Ranged** Flying

Support Ability: Pain Chain

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	29	29	29	39	34	57.25	32.25	52.25	39.75	61	0.834

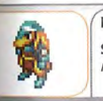
GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	5	5	4	4	7	1.25	1.25	1	1	--	0

ATTACKS

*Same as MB06

MONK



Nature 🔥 **Type** Melee **Ranged** Flying

Support Ability: Auto-Regen

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	30	30	31	38	31	57.5	27.5	52.75	39.5	61	0.714

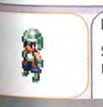
GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	5	5	6	3	6	1.25	1.25	1.5	0.75	--	0

ATTACKS

*Same as MB03

WARRIOR



Nature ▭ **Type** Melee **Ranged** Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	33	29	34	29	30	58.25	32.25	53.5	37.25	61	0.714

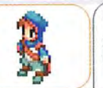
GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	7	4	5	4	5	1.75	1	1.25	1	--	0

ATTACKS

*Same as MB07

SKY PIRATE



Nature ▭ **Type** Melee **Ranged** Flying

Support Ability: Will of Steel

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-1	360	31	29	36	29	30	57.75	32.25	54	37.25	61	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	6	4	6	4	5	1.5	1	1.5	1	--	0

ATTACKS

*Same as MB04

MB13

ARCHER



Nature ▭ **Type** Melee **Ranged** Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
🔥 (x1.2)	💧 (x0.75)	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	280	30	29	30	29	32	57.5	32.25	44.5	44.25	30	0.714

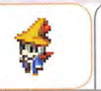
GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	5	4	5	4	6	1.25	1	1.25	1	--	0

ATTACKS

(S)Shoot Arrow [Damage:6/Effect:Poison] (N)Shadowbind [Effect:Immobilize] (N)Sharpshot [Effect: Steady Shot] (N)Camoflauge [Required Lv:18/Effect:Invisible] (S)Barrage [Required Lv:20/Damage:8x10] (H)Remedy [Required Lv:24/Effect:Status Restore]

BLACK MAGE



Nature 🔴 **Type** Melee **Ranged** Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
⚡ (x1.2)	🔴 (x0.75)	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	280	28	37	30	30	30	32	59.25	32.5	57.5	20	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
6	4	6	5	5	5	1	1.5	1.25	1.25	--	0

ATTACKS

(E)Stone [Damage:10/Effect:Blind] *Other than Basic Attack, Same as MB03

TIME MAGE



Nature 🔴 **Type** Melee **Ranged** Flying

Support Ability: Tonguetwister

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
⚡ (x1.2)	🔴 (x0.75)	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	280	28	37	28	32	30	32	59.25	32	58	20	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	4	6	4	6	5	1	1.5	1	1.5	--	0

ATTACKS

(E)Stone [Damage:10/Effect:Blind] *Other than Basic Attack, Same as MB03

PART 1: World Guide
PART 2: Game Basics
PART 3: The Missions
PART 4: Data

Unit Stats

SEEQ



Nature ▭ Type Melee **Ranged** Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	32	28	31	41	28	58	32	52.75	40.25	36	0.846

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
9	6	3	6	4	6	1.5	0.75	1.5	1	--	0

ATTACKS

*Same as MB06

SEEQ



Nature ▭ Type Melee **Ranged** Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-3	360	32	28	31	41	28	58	32	52.75	40.25	36	0.846

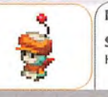
GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
9	6	3	6	4	6	1.5	0.75	1.5	1	--	0

ATTACKS

*Same as MB06

FUSILIER



Nature ▭ Type Melee **Ranged** Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	31	30	29	29	31	57.75	32.5	44.25	44.25	36	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	6	5	4	4	6	1.5	1.25	1	1	--	0

ATTACKS

*Same as MB03

FUSILIER



Nature ▭ Type Melee **Ranged** Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-3	360	31	30	29	29	31	57.75	32.5	44.25	44.25	36	0.714

GROWTH

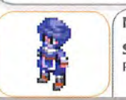
HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	6	5	4	4	6	1.5	1.25	1	1	--	0

ATTACKS

*Same as MB03

MB14

NINJA



Nature ▭ Type **Melee** Ranged Flying

Support Ability: Pain Chain

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-3	360	29	29	29	39	34	57.25	32.25	52.25	37.25	61	0.834

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	5	5	4	4	7	1.25	1.25	1	1	--	0

ATTACKS

*Same as FB06

WARMAGE



Nature ▭ Type **Melee** Ranged Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.75)	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-3	360	29	29	30	30	32	57.25	32.25	44.5	44.5	61	0.774

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	4	4	5	5	7	1	1	1.25	1.25	--	0

ATTACKS

*Same as MB03

WHITE MAGE



Nature Type Melee **Ranged** Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.75)	None	5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-3	290	28	35	40	42	30	32	58.75	35	60.5	12	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	4	5	5	6	5	1	1.25	1.25	1.5	--	0

ATTACKS

*Same as MB04

MB19

NINJA



Nature Type **Melee** Ranged Flying

Support Ability: Pain Chain

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	(x0.75)	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	29	29	29	34	77.25	42.25	70.25	49.25	61	0.834	

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	5	5	4	4	7	1.25	1.25	1	1	--	0

ATTACKS

*Same as MB06

WARRIOR



Nature ▭ Type **Melee** Ranged Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	33	29	29	29	30	78.25	42.25	70.25	49.25	40	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	7	4	5	4	5	1.75	1	1.25	1	--	0

ATTACKS

(N)Attack [Damage:10/Effect:HP Drain] *Other than Basic Attack, Same as MB07

MONK



Nature Type **Melee** Ranged Flying

Support Ability: Auto-Regen

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	(x0.75)	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	30	30	31	28	31	77.5	37.5	70.75	49	40	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	5	5	6	3	6	1.25	1.25	1.5	0.75	--	0

ATTACKS

(E)Attack [Damage:10/Effect:Blind] *Other than Basic Attack, Same as MB03

MB20

WARRIOR



Nature ▭ Type **Melee** Ranged Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	33	29	29	29	30	78.25	42.25	70.25	49.25	40	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	7	4	5	4	5	1.75	1	1.25	1	--	0

ATTACKS

(N)Attack [Damage:10/Effect:HP Drain] *Other than Basic Attack, Same as MB07

SKY PIRATE



Nature ▭ Type **Melee** Ranged Flying

Support Ability: Will of Steel

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	31	29	31	29	30	77.75	42.25	70.75	49.25	40	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	6	4	6	4	5	1.5	1	1.5	1	--	0

ATTACKS

(N)Attack [Damage:10/Effect:HP Drain] *Other than Basic Attack, Same as MB04

ARCHER



Nature ▭ Type Melee **Ranged** Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	280	30	29	30	29	32	87.5	47.25	59.5	59.25	61	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	5	4	5	4	6	1.25	1	1.25	1	--	0

ATTACKS

(S)Shoot Arrow [Damage:6] *Other than Basic Attack, Same as MB13

TIME MAGE



Nature Type Melee **Ranged** Flying

Support Ability: Tonguetwister

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	(x0.75)	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	280	28	42	28	32	30	47	90.5	42	78	12	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	4	6	4	6	5	1	1.5	1	1.5	--	0

ATTACKS

(F)Fire [Damage:10/Effect:Confuse] *Other than Basic Attack, Same as MB06

MB24

MONK



Nature Type **Melee** Ranged Flying

Support Ability: Auto-Regen

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	(x0.75)	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	30	30	31	28	31	77.5	37.5	70.75	49	40	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	5	5	6	3	6	1.25	1.25	1.5	0.75	--	0

ATTACKS

(E)Attack [Damage:10/Effect:Blind] *Other than Basic Attack, Same as MB03

SEEQ



Nature ▭ Type Melee **Ranged** Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	(x0.75)	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	32	28	31	31	28	78	42	70.75	49.75	36	0.846

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
9	6	3	6	4	6	1.5	0.75	1.5	1	--	0

ATTACKS

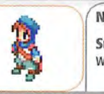
(N)Axes [Damage:10/Effect:Knockback] *Other than Basic Attack, Same as MB06

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Unit Stats

MB25

SKY PIRATE



Nature ▭ Type Melee Ranged Flying

Support Ability: Will of Steel

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
–	360	51	29	41	29	40	87.75	42.25	82.25	55.25	61	0.714

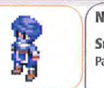
GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	6	4	6	4	5	1.5	1	1.5	1	--	0

ATTACKS

*Same as MB04

NINJA



Nature ▭ Type Melee Ranged Flying

Support Ability: Pain Chain

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
–	360	29	29	29	29	44	87.25	47.25	79.25	55.25	40	0.834

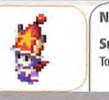
GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	5	5	4	4	7	1.25	1.25	1	1	--	0

ATTACKS

(N)Attack [Damage:10/Effect:HP Drain] *Other than Basic Attack, Same as MB06

TIME MAGE



Nature ▭ Type Melee Ranged Flying

Support Ability: Tonguetwister

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
–	280	28	32	28	47	30	47	88	47	96.75	12	0.714

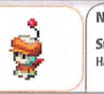
GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	4	6	4	6	5	1	1.5	1	1.5	--	0

ATTACKS

(F)Fire [Damage:10/Effect:Confuse] *Other than Basic Attack, Same as MB06

FUSILIER



Nature ▭ Type Melee Ranged Flying

Support Ability: Hawkeye

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.25)	(x0.5)	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
–	360	31	30	44	29	31	87.75	47.5	71	67.25	36	0.714

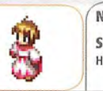
GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	6	5	4	4	6	1.5	1.25	1	1	--	0

ATTACKS

*Same as MB03

WHITE MAGE



Nature Type Melee Ranged Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
–	290	28	30	30	47	30	47	87.5	47.5	96.75	12	0.714

GROWTH

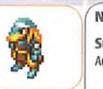
HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	4	5	5	4	5	1	1.25	1.25	1.5	--	0

ATTACKS

*Same as MB04

MB28

MONK



Nature ▭ Type Melee Ranged Flying

Support Ability: Auto-Regen

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	30	30	31	28	41	87.5	42.5	79.75	55	62	0.714

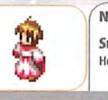
GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	5	5	6	3	6	1.25	1.25	1.5	0.75	--	0

ATTACKS

*Same as MB03

WHITE MAGE



Nature Type Melee Ranged Flying

Support Ability: Healing Step

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	290	28	30	30	47	30	47	87.5	47.5	96.75	12	0.714

GROWTH

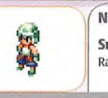
HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
7	4	5	5	6	5	1	1.25	1.25	1.5	--	0

ATTACKS

*Same as MB04

MB31

WARRIOR



Nature ▭ Type Melee Ranged Flying

Support Ability: Raid

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.2)	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	53	29	39	29	40	88.25	42.25	81.75	55.25	61	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	7	4	5	4	5	1.75	1	1.25	1	--	0

ATTACKS

*Same as MB07

WARMAGE



Nature ▭ Type Melee Ranged Flying

Support Ability: Rejuvenate

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	37	27	30	30	32	84.75	42.25	67.5	67.5	61	0.774

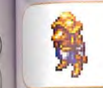
GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	4	4	5	5	7	1	1	1.25	1.25	--	0

ATTACKS

*Same as MB03

GLADIATOR



Nature ▭ Type Melee Ranged Flying

Support Ability: Lifeshield

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	32	43	32	30	28	58	35.75	88	47.5	61	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	6	4	6	5	4	1.5	1	1.5	1.25	--	0

ATTACKS

*Same as MB04

BLACK MAGE



Nature Type Melee Ranged Flying

Support Ability: Intelligence

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	280	28	32	30	45	30	47	88	47.5	96.25	12	0.714

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
6	4	6	5	5	5	1	1.5	1.25	1.25	--	0

ATTACKS

(F)Fire [Damage:10/Effect:Confuse] *Other than Basic Attack, Same as MB03

SEEQ



Nature ▭ Type Melee Ranged Flying

Support Ability: Rush

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	4

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	32	28	31	31	38	88	47	79.75	55.75	36	0.846

GROWTH

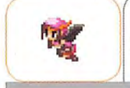
HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
9	6	3	6	4	6	1.5	0.75	1.5	1	--	0

ATTACKS

*Same as MB03

MB32

SKY SOLDIER



Nature Type Melee Ranged Flying

Support Ability: Clairvoyance

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
(x1.25)	(x0.5)	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
–	370	41	29	41	27	41	100.25	52.25	85.25	82.25	62	0.834

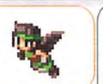
GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	6	4	6	4	5	1.5	1	1.5	1	--	0

ATTACKS

(S)Attack [Damage:10] (N)Rend Power [Effect:Str 0.5x] (N)Rend Magick [Effect:Mgk 0.5x] (N)Rend Speed [Effect:Spd 0.5x] (N)Rend Armor [Effect:Stm 0.5x] (N)Rend Mind [Effect:Mnd 0.5x] (S)Head Strike [Damage:50]

SKY WARRIOR



Nature ▭ Type Melee Ranged Flying

Support Ability: Valor

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
	380	46	29	32	28	40	101.5	52.25	98	67	30	0.834

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
9	6	4	7	4	4	1.5	1	1.75	1	--	0

ATTACKS

(S)Attack [Damage:10/Effect:Poison] (S)Diving Slash [Damage:80] (N)Frenetic Rage [Effect:Str 1.3x & Stm 0.9x] Iron Will [Effect:Str 0.9x & Stm 1.3x] Flash of Steel [Damage:50]

DRAGON KNIGHT



Nature ▭ Type Melee Ranged Flying

Support Ability: Auto-Float

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	None	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
–	400	39	29	41	41	30	99.75	52.25	110.25	60.25	61	0.834

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	4	4	6	6	5	1	1	1.5	1.5	--	0

ATTACKS

(S)Attack [Damage:10] (S)Jump [Damage:50] (F)Firebreath [Damage:30] (W)Frostbreath [Damage:30] (L)Plasmabreath [Damage:30] (E)Petrobreath [Damage:30] (H)Dragonmend [HP Restore (Basic Heal:80) & Status Restore]

SKY SAMURAI



Nature ▭ Type Melee Ranged Flying

Support Ability: Resist All

WEAKNESS	RESISTANCE	STATUS RES	SIGHT
▭	▭	All	3.5

BASE

TM LV	HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
-2	360	42	29	29	30	45	100.5	52.25	97.25	67.5	40	0.834

GROWTH

HP	STR	MGK	STM	MND	SPD	ATK	M-ATK	DEF	M-DEF	ATKSPD	MV
8	7	4	4	5	5	1.75	1	1	1.25	--	0

ATTACKS

(N)Attack [Field/Damage:10] (S)Shadowstrike [Damage:30/Effect:Blind] (S)Smotherstrike [Damage:30/Effect:Silence] (S)Chaostrike [Damage:30/Effect:Confuse] (S)Stunstrike [Damage:30/Effect:Slow] (S)Purge [Damage:30/Effect:Remove Enemy Buffs]

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Magicks

MAGICKS & ABILITIES

The following tables list the various abilities of leaders and Espers in *Final Fantasy XII: Revenant Wings*, and also describe each ability's exact effects. "Ability" usually refers to a unit's unleashing of an attack or negative status effect, whether physical or magickal or both, upon a targeted enemy—the shot of a gun, the swing of a sword, the casting of an attack spell, and so forth. It can also refer to the use of healing skills or positive status effects on itself and/or friendly units.

Note that every ability is directed at a specified "Target." Sometimes a single enemy is targeted for attack, or a single friendly unit is targeted for healing. Sometimes the target is an area of effect; in such cases, the Target table entry is a "circle" with an indicated radius outward from the point of effect. And sometimes the unit targets itself with the listed ability, for example, to add a special effect (like Leech or Blind) to its future attacks for a specified number of seconds. Here are some explanations for a few other table entry categories and abbreviations:

"Activation Time" means the time it takes for the user to undergo preparations for using the ability, and **"Action Time"** refers to the length of time it takes to actually use the ability (i.e., from the time you touch the icon, through casting, to the time your character can start using other attacks again).

A **"Wait Time"** category is added for Magick/Abilities. This simply means how many seconds the user must wait after casting a spell or effect until he/she can cast again.

Under the Element heading, **"Changes"** means the ability's elemental nature matches the user's current nature.

LEADER MAGICKS & ABILITIES

BASIC ABILITIES

NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIV. TIME(S)	ACTION TIME(S)	UNITS USING ABILITY
[1SWORD] ATTACK	Enemy: Single	10	Changes	Physical	1	--	0.26	1	Vaan, Sky Pirates, Warriors, Warmages, Rikken, etc
[1SWORD] ATTACK (SLOW)	Enemy: Single	10		Physical	1	Slow (5s)	0.26	1.5	Vaan (Earthsabre), Sky Pirates, Warmages, etc
[1SWORD] ATTACK (LEECH)	Enemy: Single	10		Physical	1	Leech (50% of damage)	0.26	1.5	Vaan (Blood Sword), Sky Pirates, Warriors, etc
[1SWORD] ATTACK (KNOCKBACK)	Enemy: Circle 0.62	15		Physical	1	Knockback (Range 1)	0.33	3	Feolthanos (During last battle)
[SKYBANDIT] ATTACK	Enemy: Single	10	Changes	Physical	1	--	0.26	1	Filo
[SKYBANDIT] ATTACK (AREA)	Enemy: Circle 0.37	10	Changes	Physical	1	--	0.26	1.5	Filo (Wavefront, Pressurizer, etc), Raz
[SKYBANDIT] ATTACK (LEECH)	Enemy: Single	10	Changes	Physical	1	Leech (50% of damage)	0.26	1.5	Filo (Pyroglide, Resonator), Raz
[LANCE] ATTACK	Enemy: Single	10	Changes	Physical	1.5	--	0.26	1	Llyud, Dragon Knights
[LANCE] ATTACK (AREA)	Enemy: Circle 0.25	10	Changes	Physical	1.5	--	0.26	1.5	Llyud (Lúin, Gungnir), Hawk-eyed Aegyl, etc
[LANCE] ATTACK (STOP)	Enemy: Single	10	Changes	Physical	1.5	Stop (1s)	0.26	3	Llyud (Ice Lance, Pyrolance); Sharma, Volunteer
[LANCE] ATTACK (LEECH)	Enemy: Single	10		Physical	1.5	Leech (50% of damage)	0.26	1.5	Llyud (Blood Lance), Murderous Aegyl, Auroche
[2SWORD] ATTACK	Enemy: Single	10	Changes	Physical	1	--	0.26	1	Basch, Judge of Wings, Mydia, Feolthanos
[2SWORD] ATTACK (HP CONSUME)	Enemy: Single	30		Physical	1	Consumes 1% HP	0.26	2	Basch (Tyrfing)
[CHAINSAW] ATTACK	Enemy: Single	10		Physical	1	--	0.26	1	Ba'Gamnan
[DAGGER] ATTACK	Enemy: Single	10	Changes	Physical	1	--	0.26	1	Bwagi, Rinok
[DAGGER] ATTACK (POISON)	Enemy: Single	10		Physical	1	Poison (5s)	0.26	2	Bwagi, Rinok
[KATANA] ATTACK	Enemy: Single	10	Changes	Physical	1	--	0.26	1	Ninjas, Sky Samurais
[KATANA] ATTACK (AREA)	Enemy: Circle 0.75	10		Physical	1	--	0.26	1.5	Ninjas, Sky Samurais
[KATANA] ATTACK (LEECH)	Enemy: Single	10		Physical	1	Leech (50% of damage)	0.26	1.5	Ninjas, Sky Samurais

NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIV. TIME(S)	ACTION TIME(S)	UNITS USING ABILITY
[FIST] ATTACK	Enemy: Single	10	Changes	Physical	1	--	0.26	1	Monks, Champion
[FIST] ATTACK (BLIND)	Enemy: Single	10		Physical	1	Blind (5s)	0.26	1.5	Monks
[AXE] ATTACK	Enemy: Single	10	Changes	Physical	1	--	0.26	1	Sky Warriors
[AXE] ATTACK (POISON)	Enemy: Single	10		Physical	1	Poison (5s)	0.26	2	Geuse, Billowing Cloud; Faltz, Skyseer; Sky Warriors
[AXE] ATTACK (KNOCKBACK)	Enemy: Single	10		Physical	1	Knockback (Range 1.5)	0.26	1	Melancholy Aegyl
AXES	Enemy: Single	10	Changes	Physical	4	--	0.26	1.66	Seeqs, War-chief
AXES (LONG RANGE)	Enemy: Single	10		Physical	5	--	0.26	1.66	Stumplegged Seeq
AXES (KNOCKBACK)	Enemy: Single	10		Physical	4	Knockback (Range 1.5)	0.26	1.66	Seeqs
BLIZZARD	Enemy: Single	10		Magick	4	--	0.66	1.66	Kytes (Water-element weapons), Macaron the Mystical, etc
BLIZZARD (SILENCE)	Enemy: Single	10		Magick	4	Silence (5s)	0.66	2.66	Kytes (Rime Wand), Time Pirate, Foulmouthed Moogle
BLIZZARD (PIERCE)	Enemy: Pierce	10		Magick	4	--	0.66	1.66	Kytes (Whale Whisker)
BOWS	Enemy: Single	6	Changes	Physical	4	--	0.53	1	Fran, Archers, Ballista
BOWS (LONG RANGE)	Enemy: Single	6		Physical	5	--	0.53	1	Fran (Raijoudou)
BOWS (POISON)	Enemy: Single	6		Physical	4	Poison (5s)	0.53	2	Archers
BOWS (STOP)	Enemy: Single	6		Physical	4	Stop (1s)	0.53	3	Fran (Perseus Bow)
CURE	Ally: Single	20		Magick	5	HP Restore	0.66	5	Penelo, White Mages
DISCS	Enemy: Single	10	Changes	Physical	4	--	0.26	2	Gijuk
DISCS (SLEEP)	Enemy: Single	10		Physical	4	Sleep (1.5s)	0.26	4	Gijuk
GUNS	Enemy: Single	8	Changes	Physical	4.5	--	0.3	1.66	Balthier, Elza
GUNS (LONG RANGE)	Enemy: Single	8		Physical	5.5	--	0.3	1.66	Balthier (Polaris)
GUNS (CONFUSE)	Enemy: Single	8		Physical	4.5	Confuse (3s)	0.3	5	Garrulous Gunslinger, Soufflé, Gunslinger, Elza
FIRE	Enemy: Single	10		Magick	4	--	0.66	1.66	Kytes (Fire-element weapons), Poof the Moogle, Well-bred Sky Pirate
FIRE (LONG RANGE)	Enemy: Single	10		Magick	5	--	0.66	1.66	Kytes (Wizard's Rod)
FIRE (CONFUSE)	Enemy: Single	10		Magick	4	Confuse (3s)	0.66	5	Kytes (Lava Wand), Time Mages, Black Mages, etc
FIRE (IMMOBILIZE)	Enemy: Single	10		Magick	4	Immobilize (2s)	0.66	4	Kytes (Pyrowand)
HAND-BOMBS	Enemy: Circle 0.75	20	Changes	Physical	5	--	0.26	2	Ashe
HAND-BOMBS (AREA)	Enemy: Circle 1.0	20		Physical	5	--	0.26	2.16	Ashe (Volcano)
HAND-BOMBS (CONFUSE)	Enemy: Circle 0.75	20		Physical	5	Blind (5s)	0.26	2	Ashe (Fumarole)
REVITALIZE	Ally: Single	15		Magick	5	HP Restore & Status Restore	0.66	3	Penelo (Raqs Sharqi)

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Magicks

NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIV. TIME(S)	ACTION TIME(S)	UNITS USING ABILITY
STONE	Enemy: Single	10		Magick	4	--	0.66	1.66	Kytes (Earth-element weapons), Clan Archimagus, Black Mages, Wizard
STONE (BLIND)	Enemy: Single	10		Magick	4	Blind (5s)	0.66	3	Kytes (Earth Wand), Black Mages, Time Mages
STONE (IMMOBILIZE)	Enemy: Single	10		Magick	4	Immobilize (2s)	0.66	4	Kytes (Terra Wand)
THUNDER	Enemy: Single	10		Magick	4	--	0.66	1.66	Kytes (Lightning-element weapons), Time Mages, Black Mages, etc
THUNDER (3-PRONG)	Enemy: Single	8x3		Magick	4	--	0.66	3	Kytes (Zeus Mace)
THUNDER (SLOW)	Enemy: Single	10		Magick	4	Slow (5s)	0.66	2.66	Kytes (Storm Wand), Sermonical Sorcerer

MAGICK/ABILITIES

NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIV. TIME	ACT. TIME	WAIT TIME	UNITS USING ABILITY
ARMOR-PIERCING SHOT	Self	--		Physical	--	Adds Pierce effect to attacks	0.73	2	30	Balthier (Lv49)
BACKDRAFT	Enemy: Single	100		Physical	1	Consume 25% HP	1	2	10	Warriors (Lv18), Berserker
BAD BREATH	Enemy: Circle 0.75	--		Physical	3	Random debuff (lasts 10 seconds)	1	3	30	Ba'Gamnan (Lv18)
BARRAGE	Enemy: Single	8x10	Changes	Physical	4	--	0.73	2.5	20	Fran (Lv44), Archers (Lv18), etc
BA'SYPHON	Enemy: Single	20		Magick	5	Mgk & Mnd Drain (20s)	0.66	1	20	Ba'Gamnan (Lv30)
BERSERK	Ally: Single	--		Magick	5	Berserk (20s)	1	2	40	Ba'Gamnan (Lv12)
BIO	Enemy: Circle 1.31	--		Magick	5	Poison (10s)	0.73	2	30	Kytes (Lv12), Black Mages (Lv10)
BLINDING ARROW	Self	--		Magick	--	Adds Blind effect to attacks (15s)	1	2	40	Fran
BLINDGA	Enemy: Circle 1.31	--		Magick	5	Blind (15s)	0.73	2	20	Black Mages (Lv12)
BLIZZAGA	Enemy: Circle 1.0	50		Magick	6	--	1	2	20	Kytes (Lv7), Wizard
BLIZZAGA SHOT	Enemy: Circle 1.0	50		Magick	5	--	1	2	15	Fusiliers, Elza
BLIZZARD SWORD	Enemy: Circle 0.75	50		Physical	1	--	1	1	30	Warmages
BLOODIED BLADE	Self	--		Physical	--	Adds Leech effect to attacks (20s)	0.73	2	40	Judge of Wings, Mydia, Feolthanos
BOOMERANG	Enemy: Pierce	20x2	Changes	Physical	5	--	1	2	13.33	Seeqs, War-chief
CAMOUFLAGE	Team: All	--		Physical	Inf	Invisible (20s)	1	2	40	Archers (Lv12)
CHAKRA	Self	80		Physical	--	HP Restore & Status Restore	1	2	15	Monks, Champion
CHARGE	Self	--		Physical	--	Charge	0.73	2	30	Kytes (Lv33)
CHAOSTRIKE	Enemy: Single	30	Changes	Physical	1	Confuse (10s)	0.73	2	10	Sky Samurais
COMET	Enemy: Circle 0.75	100		Magick	6	--	1.33	2	30	Ashe (Lv50), Time Mages (Lv30)
COMBUSTION	Self	--		Physical	--	Add 1.5x attack range (20s)	0.73	2	30	Ashe (Lv41)

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NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIV. TIME	ACT. TIME	WAIT TIME	UNITS USING ABILITY
CONSECRATION	Enemy: Circle 5.0	100		Physical	0	Knockback (Range 1.5)	0	--	60	Feolthanos Sinis
COLD BLOOD	Enemy: Single	100	Changes	Physical	1	Consume 25% HP	1	2	10	Gladiators (Lv24)
CONDEMNATION	Enemy: All	30		Physical	Inf	--	0	--	67.5	Feolthanos Dex
CONFUSEGA	Enemy: Circle 1.31	--		Magick	5	Confuse (10s)	0.73	2	35	Gijuk (Lv18), Black Mages (Lv30)
CONFUSION ARROW	Self	--		Magick	--	Adds Confuse effect to attacks (15s)	1	2	40	Fran (Lv37), Fran (during mission 6-5)
COVER	Self	--		Physical	--	Cover (20s)	0.73	2	30	Basch (Lv46)
CRIMSON WINGS	Enemy: Pierce	50	Changes	Physical	2	--	1	2	10	Llyud (Lv33)
CRIPPLE	Enemy: Single	20	Changes	Physical	1	Immobilize (10s)	0.73	2	20	Warriors, Berserker
CURAGA	Ally: Circle 1.5	80		Magick	5	HP Restore	1.33	2	10	Penelo, White Mages
CURAGA SHOT	Ally: Circle 1.5	80		Magick	5	HP Restore	1.33	2	10	Elza (Lv24)
DAGGERPLAY	Enemy: Pierce	50	Changes	Physical	4	--	1	2	10	Rinok (Lv5)
DARK AURA	Enemy: Circle 2.0	80		Physical	4	--	1	2	30	Ba'Gamnan (Lv36), Judge of Wings, etc
DARKNESS	Enemy: Single	100		Physical	1	Consumes 25% HP	2	2	10	Ba'Gamnan (Lv24)
DECOY BIT	Team: All	--		Physical	Inf	Decoy (Standard Reduction: 80)	0.73	2	30	Filo (Lv25)
DEFENSIVE SNARE	Location: Circle 1.31	30	Changes	Physical	4	Stm & Mnd 0.8x (20s)	1	2	30	Filo (Lv7)
DERVISH	Self	--		Physical	--	Speed 2x (15s)	0.73	1	40	Vaan (Lv42)
DISPELGA	Enemy: Circle 1.31	--		Magick	5	Erase good stats	0.73	2	10	Fran (Lv40), White Mages (Lv30), etc
DIVING SLASH	Enemy: Single	80	Changes	Physical	1	--	1	2	10	Sky Warriors
DOKUMORI	Enemy: Single	30	Changes	Physical	1	Poison (5s)	0.73	2	10	Ninjas (Lv24)
DOTON	Enemy: Single	20	Changes	Magick	5	Blind (15s)	0.73	2	10	Ninjas (Lv18), Assassin
DRAGONMEND	Ally: Circle 1.5	80		Physical	4	HP Restore & Status Restore	1.33	2	11	Dragon Knights (Lv30), Dragoon
DRAIN	Enemy: Single	50	Changes	Magick	5	Leech (80% of damage)	0.66	1	5	Ba'Gamnan (Lv7), Judge of Wings, etc
DUAL ATTACK	Enemy: Single	35x2	Changes	Physical	1	--	1	2	10	Vaan (Lv3)
ELIXIR	Self	100% of Max HP	Healing	Physical	--	Status Restore	--	--	--	War-chief
ENERGY SLUG	Enemy: Single	80	Changes	Physical	5	--	2	2	10	Fusiliers (Lv24)
ENFUSE SPIRIT	Team: All	--		Physical	Inf	All stats 1.2x (15s) & Consume 25% HP	1	2	30	Llyud (Lv42)
ESUNAGA	Ally: Circle 1.5	--		Magick	5	Status Restore	1	1	10	Penelo (Lv12), White Mages (Lv18)
ESUNAGA SHOT	Ally: Circle 1.5	--		Magick	5	Status Restore	1	1	10	Elza (Lv30)
EVISCERATOR	Enemy: Single	15x5		Physical	1	--	1	2	20	Rikken (Lv24)

Magicks

NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIV. TIME	ACT. TIME	WAIT TIME	UNITS USING ABILITY
FAITHLESS CRY	Enemy: Pierce	100		Physical	Inf	--	0	--	30	Feolthanos Medi
FAR FIST	Enemy: Single	50	Changes	Physical	4	--	0.66	2	10	Monks (Lv18), Champion
FIRAGA	Enemy: Circle 1.0	50		Magick	6	--	1	2	20	Kytes (Lv2), Black Mages, Time Mages, Wizard
FIRAGA SHOT (*1)	Enemy: Circle 1.0	50		Magick	5	--	1	2	15	Fusiliers, Elza
FIREBREATH	Enemy: Pierce	30		Physical	3	--	0.73	2	15	Dragon Knights (Lv7)
FIRE SWORD	Enemy: Circle 0.75	50		Physical	1	--	1	1	30	Warmages
FIRST AID	Ally: Single	50		Physical	1	HP Restore	1	2	10	Sky Pirate (Lv30)
FLARE	Enemy: Single	100		Magick	6	--	1.33	2	25	Kytes (Lv42), Black Mages (Lv36)
FLASH OF STEEL	Enemy: Pierce	50	Changes	Physical	4	--	2	2	10	Basch (Lv35), Sky Warriors (Lv24)
FLURRY	Enemy: Single	20x2+30	Changes	Physical	1	--	1	2	10	Monks (Lv24), Champion
FOCUS	Self	--		Physical	--	Focus	0.73	2	30	Rikken, Monks (Lv12), Champion
FRENETIC RAGE	Self	--		Physical	1	Str 1.3x & Stm 0.9x (15s)	1	2	30	Bwagi (Lv18), Judge of Wings, Mydia, etc
FROSTBREATH	Enemy: Pierce	30		Physical	3	--	0.73	2	15	Dragon Knights (Lv12)
GLIDE	Team: All	--		Physical	Inf	Mv 1.2x (15s)	1	2	30	Filo (Lv12)
GRAVIJA	Enemy: Circle 1.31	--		Magick	6	Gravity (Remaining HP 50%)	1.33	3	60	Feolthanos (Last Battle)
HAMSTRING	Enemy: Single	20	Changes	Physical	5	Immobilize (10s)	2	2	10	Balthier (Lv41)
HASTEGA	Ally: Circle 1.31	--		Physical	5	Haste (20s)	1	2	40	Ashe (Lv36), Time Mages, etc
HEAD STRIKE	Enemy: Single	50	Changes	Physical	4	--	0.66	2	10	Sky Samurais (Lv30)
HEAVE-HO	Self	--		Physical	--	Adds Knockback effect to attacks (20s)	2	2	30	Seeqs (Lv12), War-chief
HOLY	Enemy: Single	80		Magick	6	--	1.33	2	25	Penelo (Lv42), White Mages (Lv36)
HOLYJA	Enemy: Circle 0.75	40x8+70		Magick	6	--	1.33	2	90	Mydia (During 8-4)
HYPNOTIC DANCE	Enemy: Circle 1.5	--		Physical	0	Disable (10s)	1	2	40	Penelo (Lv33)
IMMOBILIZEGA	Enemy: Circle 1.31	--		Magick	5	Immobilize (10s)	0.73	2	20	Raz
INNER PEACE	Self	--		Physical	--	Status Restore & Regen (20s)	1	2	15	Basch (Lv39), Rikken
IRON WILL	Self	--		Physical	--	Str 0.9x & Stm 1.3x (15s)	1	2	30	Basch (Lv42), Bwagi (Lv24), etc
JUMP	Enemy: Circle 0.5	50	Changes	Physical	6	--	1	2	15	Llyud, Dragon Knights, Dragoon
KATON	Enemy: Single	20	Changes	Magick	5	Confuse (10s)	0.73	2	10	Ninjas, Assassin
LANCET	Self	--		Physical	--	Adds Leech effect to attacks (20s)	0.73	2	40	Llyud (Lv12)

*1: Fired shot's target = Enemy: Single; Damage = 10; Class = Physical.

NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIV. TIME	ACT. TIME	WAIT TIME	UNITS USING ABILITY
LUNGE	Enemy: Pierce	50		Physical	4	--	1	20	10	Rikken
MAIM	Enemy: Single	20	Changes	Physical	5	Disable (5s)	2	2	15	Balthier (Lv45)
MIGHTY ATTACK	Ally: Circle 1.5	--		Magick	1	Str & Mgk 1.2x (20s)	1	2	40	Raz (Lv18), Judge of Wings, Mydia, etc
MIGHTY GUARD	Ally: Circle 1.31	--		Magick	5	Barrier (20s)	1	2	40	Raz, Warmages (Lv24), Judge of Wings
MYSTIC DANCE	Ally: Circle 1.5	--		Physical	0	Faith (20s)	1	2	40	Penelo (Lv7)
OVERDRIVE	Self	--		Physical	--	All stats 1.5x, then 0.75x (both 10s)	1	1	60	Filo (Lv42)
PERCUSSIVE SLUG	Enemy: Single	40	Changes	Physical	5	Knockback (Range 1.5)	0.66	1	10	Balthier (Lv36)
PETROBREATH	Enemy: Pierce	30		Physical	3	--	0.73	2	15	Dragon Knights (Lv24)
PIERCING BLOW	Enemy: Pierce	50	Changes	Physical	3	--	1	2	10	Warmages (Lv30)
PLASMABREATH	Enemy: Pierce	30		Physical	3	--	0.73	2	15	Dragon Knights (Lv18)
POTION	Ally: Single	25% of Max HP		Physical	5	HP Restore	1	2	10	Seeqs (Lv24), Bwagi (Lv7)
POWER SNARE	Location: Circle 1.31	30	Changes	Physical	4	Str & Mgk 0.8x (20s)	2	2	30	Filo (Lv33)
PROTECTGA	Ally: Circle 1.31	--		Magick	5	Protect (20s)	1	2	40	Basch, White Mages (Lv12)
PUMMEL	Enemy: Single	20x2+30	Changes	Physical	1	--	0.73	2	10	Gladiators
PURGE	Enemy: Single	30	Changes	Physical	1	Erase good stats	0.73	2	10	Sky Samurais
PYROTECHNICS	Enemy: Circle 0.75	30x6	Changes	Physical	5	--	1	2.5	30	Ashe (Lv41)
QUICKSILVER	Self	--		Physical	--	Strength 1.2x (15s)	1	2	30	Balthier (Lv38)
RAIJIN	Enemy: Single	20	Changes	Magick	5	Slow (10s)	0.73	2	10	Ninjas, Assassin
RAISE	Ally: Single	250		Magick	5	Restore Consciousness	0.73	2	30	Penelo (Lv25)
RAMPAGE	Team: All	--		Physical	Inf	Berserk (20s)	1	2	40	Seeqs (Lv18), War-chief
REGENGA	Ally: Circle 1.31	--		Magick	5	Regen (20s)	1	2	40	Ashe (Lv38), Time Mages (Lv18)
REND ARMOR	Enemy: Single	--		Physical	1	Stamina 0.5x (15s)	1	1	20	Rinok (Lv18), Sky Pirates (Lv18), etc
REND SPEED	Enemy: Single	--		Physical	1	Speed 0.5x (15s)	1	1	20	Sky Pirates (Lv12), Sky Soldiers (Lv12)
REND POWER	Enemy: Single	--		Physical	1	Strength 0.5x (15s)	1	1	20	Rinok (Lv7), Sky Pirates, Sky Soldiers
REMEDY	Ally: Single	--		Physical	1	Status Restore	1	1	10	Bwagi (Lv12), Archers (Lv24), Ballista
REND MIND	Enemy: Single	--		Physical	1	Mind 0.5x (15s)	1	1	20	Rinok (Lv24), Sky Pirates (Lv24), etc
REND MAGICK	Enemy: Single	--		Physical	1	Magick 0.5x (15s)	1	1	20	Rinok (Lv12), Sky Pirates, Sky Soldiers
REVIVE	Ally: Single	--		Magick	2	Restore KO. & Consume 25% HP	0.73	2	15	Llyud (Lv7)

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NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIV. TIME	ACT. TIME	WAIT TIME	UNITS USING ABILITY
RIOT	Team: All	--	▭	Physical	Inf	Berserk (20s)	1	2	40	Warriors (Lv12)
ROUNDHOUSE	Enemy: Circle 1.0	50	Changes	Physical	1	--	2	2	10	Monks, Champion
RUSH	Enemy: Single	70	Changes	Physical	1	--	2	2	10	Warriors, Feolthanos (During (10-3), Berserker
SCOURGE	Enemy: Circle 1.31	30	Changes	Magick	5	Poison (10s)	0.73	2	30	Gijuk (Lv24), Raz
SHADOWBIND	Enemy: Single	--	▭	Physical	4	Immobilize (10s)	0.73	2	10	Archers, Ballista
SHADOWSTRIKE	Enemy: Single	30	Changes	Physical	1	Blind (15s)	0.73	2	10	Sky Samurais
SHARPSHOT	Team: All	--	▭	Physical	Inf	Sharpshot (20s)	0.73	2	30	Archers
SHELLGA	Ally: Circle 1.31	--	▭	Magick	5	Shell (20s)	1	2	40	Basch, White Mages (Lv12)
SHINING RAY	Enemy: Circle 2.0	80	▭	Physical	4	--	1	2	30	Basch (Lv51), Feolthanos
SILENCE ARROW	Self	--	▭	Magick	--	Adds Silence effect to attacks (15s)	1	2	40	Fran (Lv35)
SILENCEGA	Enemy: Circle 1.31	--	▭	Magick	5	Silence (20s)	0.73	2	20	Black Mages (Lv24)
SLEEP ARROW	Self	--	▭	Magick	--	Adds Sleep effect to attacks (15s)	1	2	40	Fran
SLEEPGA	Enemy: Circle 1.31	--	▭	Magick	5	Sleeps (10s)	0.73	2	30	Gijuk (Lv12), Black Mages (Lv18)
SLOWGA	Enemy: Circle 1.31	--	▭	Magick	5	Slow (20s)	0.73	2	25	Ashe, Gijuk (Lv5), Time Mages
SMOTHERSTRIKE	Enemy: Single	30	Changes	Physical	1	Silence (15s)	0.73	2	10	Sky Samurais
SNIPER EYE	Self	--	▭	Physical	--	Range 1.2x (15s)	1	2	30	Balthier (Lv36)
SONIC WAVE	Enemy: Circle 1.0	50	Changes	Physical	1	--	1	2	10	Filo (Lv2)
SPEED SNARE	Location: Circle 1.31	30	Changes	Physical	4	Speed & Moement 0.5x (20s)	1	2	30	Filo (Lv18)
SPIN ATTACK	Enemy: Circle 1.0	50	Changes	Physical	1	--	1	2	10	Bwagi (Lv5)
SPRINT	Self	--	▭	Physical	--	Movement 1.5x (15s)	1	1	30	Vaan (Lv7)
STEAL ENDURANCE	Enemy: Single	20	▭	Physical	1	Drain Stamina (15s)	1	1	20	Vaan (Lv18)
STEAL POWER	Enemy: Single	20	▭	Physical	1	Drain Strength (15s)	1	1	20	Vaan (Lv25)
STEAL SPEED	Enemy: Single	20	▭	Physical	1	Drain Speed (15s)	1	1	20	Vaan (Lv12)
STONEGA	Enemy: Circle 1.0	50	🟤	Magick	6	--	1	2	20	Kytes (Lv25), Wizard
STONEGA SHOT (*1)	Enemy: Circle 1.0	50	🟤	Magick	5	--	1	2	15	Fusiliers (Lv18), Elza (Lv18)
STONE SWORD	Enemy: Circle 0.75	50	🟤	Physical	1	--	1	1	30	Warmages (Lv18)
STOPGA	Enemy: Circle 1.31	--	▭	Magick	5	Stop (7s)	0.73	2	35	Time Mages (Lv24)
STUNSTRIKE	Enemy: Single	30	Changes	Physical	1	Slow (10s)	0.73	2	10	Sky Samurais

*1: Fired shot's target = Enemy: Single; Damage = 10; Class = Physical.

NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIV. TIME	ACT. TIME	WAIT TIME	UNITS USING ABILITY
SUITON	Enemy: Single	20	▭	Magick	5	Silence (15s)	0.73	2	10	Ninjas, Assassin
TELEPORT	Team: All	--	▭	Magick	Inf	Warp all Espers on team to present location	0.73	2	10	Ashe (Lv45)
TOMAHAWK	Enemy: Pierce	20x2	Changes	Physical	4	--	2	2	13.33	Seeqs (Lv3), War-chief
THUNDER SWORD	Enemy: Circle 0.75	50	⚡	Physical	1	--	1	1	30	Warmages (Lv12)
THUNDAGA	Enemy: Circle 1.0	50	⚡	Magick	6	--	1	2	20	Kytes (Lv18), Wizard
THUNDAGA SHOT (*1)	Enemy: Circle 1.0	50	⚡	Magick	5	--	1	2	15	Fusiliers (Lv12), Elza
TIMESLIP	Self	--	▭	Magick	--	Add Stop effect to attacks (10s)	1	2	40	Vaan (Lv33)
TRANSFUSE	Ally: Single	80	✚	Physical	2	HP Restore & Consume 25% HP	1	2	10	Llyud (Lv18)
TRI-SHOT	Enemy: Single	20x3	Changes	Physical	5	--	1	2	15	Balthier (Lv36)
VANISHGA	Ally: Circle 1.31	--	▭	Magick	5	Invisible (20s)	1	2	40	Llyud (Lv25)
WARCRY	Enemy: Circle 1.5	--	▭	Physical	1	Disable (10s)	1	2	40	Gladiators
WAR DANCE	Ally: Circle 1.5	--	▭	Physical	0	Brave (20s)	1	2	40	Penelo (Lv18)
WARD OF THE WOOD	Ally: Circle 1.5	80	✚	Magick	4	HP Restore & Status Restore	1.33	2	11	Fran (Lv50), Fran (During 6-5)
WHIRLWIND SLASH	Enemy: Circle 1.0	50	💧	Physical	1	--	1	2	10	Rikken
WILD SWING	Enemy: Circle 1.0	50	▭	Physical	1	--	1	2	10	Ba'Gamnan
WINGS OF JUDGMENT	Enemy: Circle 1.0	50	▭	Physical	1	Knockback (Range 1)	1	2	10	Judge of Wings, Mydia, Feolthanos

*1: Fired shot's target = Enemy: Single; Damage = 10; Class = Physical.

QUICKENINGS

NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	UNITS USING QUICKENING
APOCALYPSE SHIELD	Team: All	--	▭	Physical	Infinite	Nullifys all damage to leader's team (15s)	Basch
DANCE OF RAPTURE	Ally: All	All	✚	Physical	Infinite	Fully restores all allies' HP and removes debuffs	Penelo
ELEMENT OF TREACHERY	Enemy: Single	300	Changes	Physical	5	Deals heavy damage to one foe	Balthier
EMPYREAN'S EDICT	Enemy: All	--	▭	Physical	Infinite	Prevents all foes from summoning Espers (25s)	Ashe
FANFARE	Ally: All	--	▭	Physical	Infinite	Increases all allied Espers' levels by 1	Llyud
GAZE OF THE VOID	Enemy: All	--	▭	Physical	Infinite	Removes buffs from all enemies and seals support ability effects	Fran
NATURE'S WRATH	Enemy: Circle 2.0	50x4	(*1)	Magick	5	Deals heavy elemental damage (Fire, Water, Lightning, Earth) to all foes within range	Kytes
PYROCLASM	Enemy: Circle 2.0	200	Changes	Physical	5	Deals heavy damage to foes within range	Vaan
WIND SOUL	Ally: All	--	▭	Magick	Infinite	Gives Haste status to all allies (30s) and reduces Wait Time to zero	Filo

(*1). In Kytes's "Nature's Wrath" Quickening, the elemental nature of that attack is randomly selected from amongst the main four—Fire, Water, Earth, or Lightning.

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BASIC ATTACKS

NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIVATION TIME	ACTION TIME	UNITS USED
1000 NEEDLES	Enemy: Single	6		Physical	4	--	0.33	1.2	Cactoid
ADHERE	Enemy: Single	15		Physical	1	--	0.26	1	Antlion, Antlion Queen
AERO	Enemy: Single	8		Magick	4	--	0.26	1.5	Sylph
BAHAMUT CLAW	Enemy: Circle 0.5	50		Physical	1	--	0.26	3	Bahamut
BARRACUDA DIVE	Enemy: Circle 1.25	25		Physical	1	--	0.26	2	Leviathan
BEAK	Enemy: Single	10		Physical	1	--	0.26	1	Chocobo, Red Chocobo, Trickster
BLIZZARD	Enemy: Single	10		Magick	4	--	0.66	1.7	Shivan, Shivar
BOMB BLAST	Enemy: Single	10		Physical	1	--	0.26	1	Bomb, King Bomb
BRINY CANNONADE	Enemy: Single	35		Physical	4	--	0.53	2.5	Famfrit
BUBBLEBATH	Enemy: Single	10		Physical	1	--	0.26	1	Aquarius
BURNING STRIKE	Enemy: Single	18x2		Physical	1	--	0.26	2	Ifrit
BURNING STRIKE (WEAK)	Enemy: Single	7x2		Physical	1	--	0.26	2	Ifrit (During 0-2)
CURE	Ally: Single	20		Magick	5	HP Restore	0.66	5	White Hare, Carbuncle, Giza Rabbit
FIRE	Enemy: Single	10		Magick	4	--	0.66	1.7	Lamia
FIREBALL	Enemy: Single	10		Physical	5	--	0.73	2	Salamander
FIREBREATH	Enemy: Pierce	18		Physical	3	--	0.73	4	Fire Drake
FIRE FIST	Enemy: Single	30		Physical	1	Slow (1s)	0.26	2	Balasa
FIRESLAP	Enemy: Single	10		Physical	1	--	0.26	1	Red Flan
FLAMEBALL	Enemy: Single	20		Physical	4	--	0.73	2	Red Wyrm
FLAME SNEEZE	Enemy: Single	10		Physical	1	--	0.26	1	Djinn
FLAME SNEEZE (WEAK)	Enemy: Single	5		Physical	1	--	0.26	1	Djinn (During 0-2)
FLASH-FREEZE	Enemy: Pierce	25		Physical	2.5	--	0.53	2	Mateus
FLOATING KICK	Enemy: Single	10		Physical	1	--	0.26	1	Gnoam
FROSTBALL	Enemy: Single	20		Physical	4	--	0.73	2	Blue Wyrm
FROSTBREATH	Enemy: Pierce	18		Physical	3	--	0.73	4	Ice Drake
GNAW	Enemy: Single	10	Changes	Physical	1	--	0.26	1	Garchimacera, Wyvern, Wolves, etc
GOBLIN PUNCH	Enemy: Single	10		Physical	1	--	0.26	1	Goblin
GRAVIGA	Enemy: Circle 1.0	--		Magick	4	Gravity (25% of remaining HP)	0.26	3	Zodiark
HAYMAKER	Enemy: Single	15		Physical	1	--	0.26	1.3	Minotaur
HOLY	Enemy: Single	80		Magick	4	--	0.26	5	Zalera
HOOF KICK	Enemy: Single	15		Physical	1	--	0.26	1	Ixion
ICEFLICK	Enemy: Single	10		Physical	1	--	0.26	1	Blue Flan
JUDGMENT	Enemy: Circle 0.62	40		Physical	1	--	0.26	3	Exodus
JUDGMENT SCYTHE	Enemy: Single	25		Physical	1	--	0.26	1.5	Wing Wraith
JUDGMENT STORM	Enemy: Single	30		Physical	1	--	0.26	1	Ramuh
KICKLINE DANCE	Enemy: Single	20		Physical	1	Stop (1s)	0.73	3	Siren
KNIFE	Enemy: Single	10		Physical	1	Stamina 0.85x (10s)	0.26	1.3	Tonberry
LANDSLIDE	Enemy: Pierce	30		Physical	1.5	--	0.63	1.3	Titan
LANDSWEEP	Enemy: Single	10		Physical	1	--	0.26	1	Green Flan
LEECH	Enemy: Single	15		Physical	1	Leech (80% of damage)	0.26	2	Vampyr
LIGHTNING	Enemy: Single	10		Magick	4	--	0.66	1.7	Quetzalcoatl
MALAISE	Enemy: Single	15		Physical	1	--	0.26	1	Cúchulainn
MUDSLIDE	Enemy: Pierce	15		Physical	4	--	0.26	2.3	Elder Wyrm
NIGHTMARE	Enemy: Single	15		Physical	1	Sleep (2s)	0.26	3	Diabolos
PAINFLARE	Enemy: Single	30		Magick	5	--	0.73	2.5	Belias
PETROBALL	Enemy: Single	20		Physical	4	--	0.73	2	Green Wyrm
PETROBREATH	Enemy: Pierce	18		Physical	3	--	0.73	4	Earth Drake
PLASMA ARROW	Enemy: Single	10		Physical	5	--	0.33	2	Sagittarius
PLASMABALL	Enemy: Single	20		Physical	4	--	0.73	2	Yellow Worm
PLASMABREATH	Enemy: Pierce	18		Physical	3	--	0.73	4	Thunder Drake
PLASMA STORM	Enemy: Pierce	12		Physical	4	--	0.26	2.3	Tiamat
QUADRASTRIKE	Enemy: Single	10x4		Physical	1	--	0.26	2.5	Chaos
RAM	Enemy: Single	10		Physical	1	--	0.26	1	Alraune
REVITALIZE	Ally: Single	40		Magick	5	HP Restore & Status Restore	0.73	2.5	Ultima
ROXXOR	Enemy: Circle 1.0	30		Physical	4	--	0.53	3	Hashmal
SILENT STORM	Enemy: Single	15		Physical	1	Silence (10s)	0.26	1.2	Raiden

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Magicks

NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIVATION TIME	ACTION TIME	UNITS USED
SLICE THRICE	Enemy: Single	20x3		Physical	1	--	0.26	4	Gilgamesh
SMACK	Enemy: Single	10		Physical	1	--	0.26	1	Sahagin
SNAKEBITE	Enemy: Single	10		Physical	1	Poison (5s)	0.26	1.5	Zombie
SOUL PURGE	Enemy: Pierce	25		Physical	2	--	0.26	1.8	Shemhazai
SPARK	Enemy: Single	10		Physical	1	--	0.26	1	Ramih
STALK	Enemy: Single	10		Physical	1	--	0.26	1	Mimic
STONE	Enemy: Single	10		Magick	4	--	0.66	1.7	Cu Sith
THRASH	Enemy: Single	15		Physical	1	Mind 0.75x (5s)	0.26	2	Malboro, Great Malboro
THUNDER CHOP	Enemy: Single	10		Physical	1	--	0.26	1	Remora, Yellow Flan
TRIPLE SLAP	Enemy: Single	15x3		Magick	5	--	0.73	2	Shiva
UPPERCUT	Enemy: Circle 0.5	15		Physical	1	--	0.26	1	Atomos
WILD CHARGE	Enemy: Single	12		Physical	1	Immobilize (10s)	0.26	2	Golem
ZANTETSUKEN	Enemy: Circle 1.0	25		Physical	1	Knockback (Range 1.0)	0.53	2.5	Odin, Velis

MAGICKS/ABILITIES

NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIVATION TIME	ACTION TIME	WAIT TIME	UNITS USED
ABSOLUTE ZERO	Enemy: Single	--		Magick	5	Stop (5s)	1	2	30	Shivar
BAD BREATH	Enemy: Circle 0.75	--		Physical	3	Random debuff (lasts 10 seconds)	1	3	20	Malboro, Great Malboro
BEDEVIL	Enemy: Single	--		Magick	5	Blind (15s)	1	2	20	Cu Sith
BLIGHT	Enemy: Single	--		Magick	5	Poison (5s)	1	2	20	Cúchulainn
BLIND FANG	Enemy: Single	30		Physical	3	Blind (10s)	1	2	20	Rock Wolf
BLIZZAJA	Enemy: Circle 1.31	80		Magick	6	--	1.33	2	25	Mateus
CONFUSE FANG	Enemy: Single	30		Physical	3	Confuse (10s)	1	2	20	Infernal Wolf
DIAMOND DUST	Enemy: Circle 1.5	60		Magick	5	Stop (5s)	1.5	2	30	Shiva
DRAIN	Enemy: Single	40		Magick	5	Leech (80% of damage)	1	1	15	Atomos
ENTICE	Enemy: Single	--		Magick	5	Confuse (10s)	1	2	20	Lamia
ESCHATON	Enemy: Pierce	100		Magick	5	--	2	2	25	Ultima
FINAL ECLIPSE	Enemy: Circle 0.87	150		Magick	5	--	1	2	35	Zodiark
FIRAJA	Enemy: Circle 1.31	80		Magick	6	--	1.33	2	25	Belias
FIREBREATH	Enemy: Pierce	15		Physical	3	--	0.73	2	20	Wyvern

NAME	TARGET	BASIC DMG.	ELEMENT	CLASS	RANGE	EFFECT	ACTIVATION TIME	ACTION TIME	WAIT TIME	UNITS USED
FLARE	Enemy: Single	100		Magick	6	--	1.33	2	16.66	Chaos
GAIA'S WRATH	Enemy: Circle 1.5	70		Magick	1	Immobilize (15s)	1.5	2	20	Titan
GRAVITY	Enemy: Single	-		Magick	5	Gravity (25% of remaining HP)	1	2	30	Diabolos
HELLFIRE	Enemy: Circle 1.5	70		Magick	1	Slow (10s)	1.5	2.5	20	Ifrit
HELLFIRE (WEAK)	Enemy: Circle 1.5	35		Magick	1	--	2	2.5	26.66	Ifrit (During 0-2)
HOLYJA	Enemy: Circle 1.31	100		Magick	5	--	1	2	25	Zalera
JUDGMENT BOLT	Enemy: Circle 1.0	80		Magick	2	Silence (15s)	1.5	2	20	Ramuh
KARMA	Enemy: Single	20 (*1)		Physical	1	--	1	2	60	Tonberry
MASAMUNE	Enemy: Single	100		Physical	1	Ignores target's Def	1	2	30	Gilgamesh
MEGAFLARE	Enemy: Circle 1.5	120		Magick	5	Disable (10s)	2	2	30	Bahamut
METEOR	Enemy: Circle 1.0	100		Magick	5	--	1	2	30	Exodus
MIGHTY GUARD	Enemy: Circle 1.31	--		Magick	5	Barrier (20s)	1	2	40	Tiamat, Elder Wyrm
RUBY BALM	Ally: Circle 1.25	50		Magick	5	HP Restore	1	2	20	Carbuncle
SELF-DESTRUCT	Enemy: Circle 1.5	Same as remaining HP		Physical	0.8	KO after use	2	3	--	Bomb, King Bomb, Mom Bomb
SHELTER	Self	--		Physical	-	Stamina 1.3x (10s)	1	2	20	Great Tortoise, Aspidochelon
SILENCE FANG	Enemy: Single	30		Physical	3	Silence (10s)	1	2	20	Arctic Wolf
SLOW FANG	Enemy: Single	30		Physical	3	Slow (10s)	1	2	20	Storm Wolf
STONEJA	Enemy: Circle 1.31	80		Magick	6	--	1.33	2	25	Hashmal
SPIT VENOM	Enemy: Pierce	--		Physical	3	Poison (5s)	1	2	20	Antlion, Antlion Queen
THUNDAJA	Enemy: Circle 1.31	80		Magick	6	--	1.33	2	25	Shemhazai
TIDAL WAVE	Enemy: Pierce	80		Magick	4	--	1.5	3	20	Leviathan
TRIPLE SHOT	Enemy: Single	10x3		Physical	5	--	1	1	12	Sagittarius
TSUNAMI	Enemy: Pierce	90		Magick	4	--	1.76	2	23.33	Famfrit
WARCRY	Enemy: Circle 1.5	--		Physical	1	Disable (10s)	1	2	40	Enkidu

*1. If more allied units than enemy units have been defeated during the current mission, the damage increases by the following equation:
(Defeated allied units - defeated enemy units) x 2%

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UNIT & GROUP ENHANCEMENTS

The following tables list all of the special types of unit and group enhancements that exist in the game. Some boost one or more attributes of all units in a team; some bestow team resistances to status effects; some boost magickal effects or other abilities for leaders and/or their teams; and some bestow special support abilities to your leaders or other special units.

Many of these enhancements are associated with accessory items that you can equip on your leaders during the game. These items can add enhancements to the equipped leader alone or to his/her entire group. Note that other units have these special enhancements inherently. For example, Basch gains the HP booster Lifeshield by equipping his Judicer's Helm accessory, whereas Gladiator units have the Lifeshield enhancement naturally, without needing special equipment.

ATTRIBUTE BOOSTERS

NAME	EFFECT	UNITS USED
LIFESHIELD	Team: Max HP 1.2x	Basch (Judicer's Helm), Gladiators
VALOR	Team: Str 1.1x	Llyud (Gauntlets), Rikken, Bwagi, Sky Warriors
INTELLIGENCE	Team: Mgk 1.1x	Kytes (Incanter's Pouch), Gijuk, Black Mages
WILL OF STEEL	Team: Stm 1.1x	Ba'Gamnan (Ba'Gabuckler), Sky Pirates
CLAIRVOYANCE	Team: Mnd 1.1x	Penelo (Argyle Bracelet), Sky Soldiers
REJUVINATE	Team: Spd 1.1x	Filo (Silver Earrings), Archers, Warmages
SWIFTNESS	Team: Mv 1.2x	Vaan (Sprint Shoes), Rinok, Raz, Seeqs
RAID	Team: Str 1.2x, Stm 0.9x	Ba'Gamnan (*1), Warriors

NAME	EFFECT	UNITS USED
FULL FORCE	Team: When Leader's HP is full, Str & Mgk 1.2x	Ashe (Noble's Collar)
FULL PROTECTION	Team: When Leader's HP is full, Stm & Mnd 1.2x	Ashe (Jade Collar)
CHIVALRY	Team: When Leader's HP fall below 25%, Str & Mgk 1.3x	Basch (Dragon Helm)
GALLANTRY	Team: When Leader's HP fall below 25%, Stm & Mnd 1.3x	Basch (Atlas Helm), Judge of Wings, Mydia, Feolthanos
MARKSMAN'S MONOGRAPH	Attack range 1.2x	Balthier (Diamond Ring)
HAWKEYE	Team: Attack range 1.2x	Elza, Fusiliers
ATTUNEMENT	Affinity 1.41x	Llyud (Blazer Gloves)

RESISTANCES

NAME	EFFECT	UNITS USED
RESIST POISON	Team: Nullifies Poison	Kytes (Traveler's Pouch)
RESIST BLIND	Team: Nullifies Blind	Balthier (Emerald Ring)
RESIST SILENCE	Team: Nullifies Silence	Penelo (Corsage Bracelet)
RESIST SLEEP	Team: Nullifies Sleep	Fran (Lamia's Tiara)
RESIST CONFUSE	Team: Nullifies Confuse	Llyud (Mythril Gloves)
RESIST SLOW	Team: Nullifies Slow	Basch (Winged Helm)

NAME	EFFECT	UNITS USED
RESIST STOP	Team: Nullifies Stop	Filo (Gold Earrings)
RESIST IMMOBILIZE	Team: Nullifies Immobilize	Vaan (Winged Boots)
RESIST DISABLE	Team: Nullifies Disable	Ba'Gamnan (*1)
MONARCH'S MONOGRAPH	Team: Nullifies Gravity & all bad stats except KO	Ashe (Ribbon)
RESIST ALL	Team: Nullifies Gravity & all bad stats except KO	Sky Samurais



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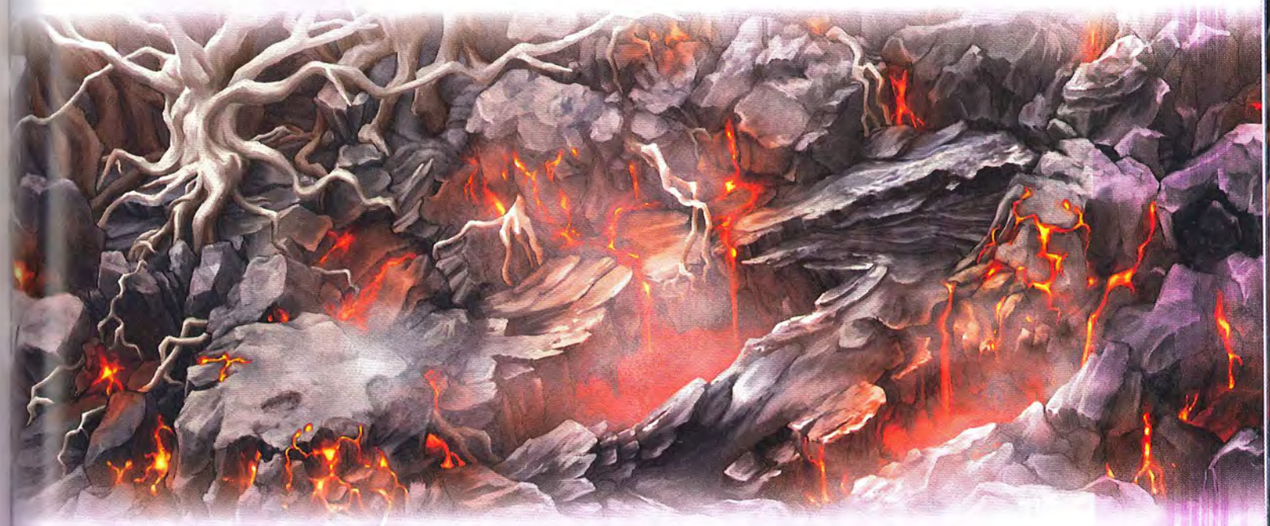


Magicks

MAGICK & SKILL ABILITY BOOSTERS

NAME	EFFECT	UNITS USED
PIRATE'S MONOGRAPH	Raises effect time of Steal abilities by 1.25x	Vaan (Rogue's Boots)
DANCER'S MONOGRAPH	Raises effect time of Dance abilities by 1.25x	Penelo (Rune Armlet)
AVIATOR'S MONOGRAPH	Raises effect time of Snare abilities by 1.25x	Filo (Sun Earrings)
DRAGOON'S MONOGRAPH	Increases Leech effect from Lancet skill by 1.25x	Llyud (Dragon Bracelet)
ASPECT BLITZ	Increases Quickening damage 1.2x	Balthier (Garnet Ring)
PINPOINT	Raises effect time of Fletch abilities by 1.5x	Fran (Black Mask)
HUNTER'S MONOGRAPH	Increases hits from Barrage ability by 5	Fran (Dueling Mask)
HERO'S MONOGRAPH	Stm & Mind increase 1.25x while Cover skill is in effect	Basch (Grand Helm)

NAME	EFFECT	UNITS USED
OUTLAW'S MONOGRAPH	Increases damage dealt from Drain abilities by 1.25x	Ba'Gamnan (*1)
RAPID FIRE	Increases Wait Gauge recovery speed for skills by 1.2x	Balthier (Sapphire Ring)
TONGUETWISTER	Increases Wait Gauge recovery speed for spells by 1.2x	Kytes (Faerie Pouch), Time Mages
MAGE'S MONOGRAPH	Increases damage dealt by spells by 1.2x, but decreases Wait Gauge recovery speed by 0.9x	Kytes (Wizard's Satchel)
HEALING STEP	Team: Increases HP restored by magick skills by 1.2x	Penelo (Healing Armlet), White Mages
STEADY GRIP	Team: Increases damage dealt by skills with a range of 3 or more by 1.1x	Fran (Goggle Mask)



SUPPORT ABILITIES

NAME	EFFECT	UNITS USED
PAIN CHAIN	Gives user a 10% chance to deal an extra attack with each hit.	Vaan (Battle Boots), Ninjas
MISTIFY	Increases rate of Mist Charge accumulation by 1.2x	Vaan (Germinas Boots)
MATERIALISM	Increases speed of node scavenging by 1.2x	Filo (Terra Earrings)
AUTO-REGEN	Team: Grants Regen status (restores 1% of max HP every 5 seconds)	Penelo (Protective Armlet), Monks
AUTO-FLOAT	Team: Grants Float status	Llyud (Winged Gloves), Dragon Knights
ATTRITION	Team: Increases amount of HP restored when foraging by 1.5x	Fran (Crown of Laurels)

NAME	EFFECT	UNITS USED
WHISTLEWIND	Reduces summoning time for creatures in group by 1.2x	Ashe (Golden Amulet)
HAVOC	Increases rate of AP accumulation by 1.2x	Filo (Moon Earrings)
KNOWLEDGE TO POWER	Increases total EXP gained during battle by 1.2x	Ashe (Embroidered Tippet)
TREASURE HUNTER	Awards 1 extra Material at the end of battles in which Kytes is deployed (some missions excepted)	Kytes (Goblin Pouch)
HEADHUNTER	Increases gil gained during battle by 1.25x	Balthier (Golden Ring)

Status Effects

STATUS EFFECTS

Many physical attacks, Magick spells, and other abilities in the game inflict additional effects on their targets beyond the basic attack damage or healing. Sometimes these additional effects harm or impair the target (Blind, Confuse, Poison) and/or lower its attributes; the game calls these effects "debuffs." Sometimes the effects help or fortify the target (Protect, Haste, Resist Poison) and/or raise its attributes; the game calls these "buffs." Collectively, these effects are called "status effects."

The following tables list all of the status effects and their causes in *Final Fantasy XII: Revenant Wings*. Note that some effects can be inflicted only by enemy or guest units; no units under your control during the game can trigger the effect.

For each of the categories, it's important to note that only one of each kind of good/bad status effect (buff or debuff) can be active on a unit at any time. However, an attribute increase/decrease effect can apply in addition to the buff or debuff. A character who is Poisoned cannot simultaneously be Blinded, but he can be hit with a "Mnd Down" effect in addition to the Poison. Likewise, casting a buff like Bravery on a character who already has the Faith effect will cancel the Faith effect, but casting a corresponding Attribute Increase effect on them, such as Str Up, will not.

BAD STATUS EFFECTS OR "DEBUFFS"

Abilities that inflict bad status effects on a target change the target's behavior or capabilities in a negative way. For example, the Lamia's Entice ability can inflict the Confuse status effect on her target. A "Confused" unit attacks its allies and heals its enemies!

DEBUFFS

NAME	EFFECT/EXPLANATION	CAUSES
KO	Unit cannot fight (Espers who reach this status disappear from the map)	Occurs when remaining HP falls to zero
POISON	Gradually lowers unit's HP	Kytes: "Bio" (drains 2% of max HP every second); Cúchulainn: "Blight" (drains 2% of max HP every 0.5 seconds)
BLIND	Unit's Sight Range becomes 1; unit cannot find enemies attacking them from a distance	Kytes: "Stone" from Earth Wand; Fran: attacks while "Blind Arrow" is in effect; Ashe: "Hand Bomb" from Fumarole; Cu Sith: "Bedevil"
SILENCE	Unit cannot use Magick	Kytes: "Blizzard" from Rime Wand; Fran: attacks while "Silence Arrow" is in effect; Raiden: "Silent Storm"; Ramuh: "Judgment Bolt"
SLEEP	Unit cannot move or take actions	Fran: attacks while "Sleep Arrow" is in effect; Diabolos: "Nightmare"
CONFUSE	Unit uses ally-targeted Magick/Abilities on enemies, and enemy-targeted Magick/Abilities on allies	Kytes: "Fire" from Lava Wand; Fran: attacks while "Confuse Arrow" is in effect; Lamia: "Entice"
SLOW	Activation Time and Wait Time for Magick/Abilities is reduced to 50%	Vaan: "Attack" from Earthsabre; Kytes: "Lightning" from Storm Wand; Ashe: "Slowga"; Balasa: "Fire Fist"; Ifrit: "Hellfire"
STOP	Unit cannot move or take actions	Vaan: attacks while "Timeslip" is in effect; Llyud: "Attack" from Ice Lance, Pyrolance; Fran: "Shoot Arrow" From Perseus Bow; Shivan: Absolute Zero"; Shiva: "Diamond Dust"; Siren: "Kickline Dance"
IMMOBILIZE	Unit cannot move	Kytes: "Fire" from Pyrowand, "Stone" from Terra Wand; Balthier: "Hamstring"; Golem: "Wild Charge"; Titan: "Gaia's Wrath"
DISABLE	Unit can move but cannot take any other actions	Penelo: "Hypnotic Dance"; Balthier: "Maim"; Bahamut: "Megaflare"

ATTRIBUTES REDUCED

Certain abilities reduce the attributes (Strength, Magick, Stamina, Mind, Speed, and Movement) of the targeted unit(s). For example, if an enemy unit gets caught in Filo's "Speed Snare" trap, its Speed and Movement stats are reduced by 50% for a period of time. Note that an attribute decrease can afflict a unit in addition to a debuff already in place.

ATTRIBUTES REDUCED

NAME	EFFECT/EXPLANATION	CAUSES
STR DOWN	Unit's Strength is reduced	Vaan: "Steal Power" (amount lowered corresponds to damage dealt); Basch: Iron Will (0.9x)
MGK DOWN	Unit's Magick is reduced	Only caused by enemy Magick/Abilities; no units under your control can trigger this effect
STM DOWN	Unit's Stamina is reduced	Vaan: "Steal Endurance" (amount lowered corresponds to damage dealt; Tonberry: "Knife" (0.85x)
MND DOWN	Unit's Mind is reduced	Only caused by enemy Magick/Abilities; no units under your control can trigger this effect
SPD DOWN	Unit's Speed is reduced	Vaan: "Steal Speed"; (amount lowered corresponds to damage dealt)
STR/MGK DOWN	Unit's Strength and Magick are simultaneously reduced	Filo: "Power Snare" (0.8x)
STM/MND DOWN	Unit's Stamina and Mind are simultaneously reduced	Filo: "Defensive Snare" (0.8x)
SPD/MV DOWN	Unit's Speed and Movement are simultaneously reduced	Filo: "Speed Snare" (0.5x)
MGK/MND DOWN	Unit's Magick and Mind are simultaneously reduced	Ba'Gamnan: "Ba'Syphon" (amount lowered corresponds to damage dealt)
ALL DOWN	Unit's Strength, Magick, Stamina, Mind, Speed, and Movement are all simultaneously reduced	Filo: "Overdrive" (0.75x)

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GOOD STATUS EFFECTS OR "BUFFS"

Abilities that inflict good status effects on a target are called "buffs" and they change the target's behavior or capabilities in a positive way. For example, Penelo's War Dance ability bestows the Bravery effect on surrounding friendly units. Bravery increases a unit's Strength attribute by 40%, that is, it multiplies each affected unit's Strength stat by 1.4.

BUFFS

NAME	EFFECT/EXPLANATION	CAUSES
PROTECT	Unit's Stamina is increased	Basch: "Protect" (1.4x)
SHELL	Unit's Mind is increased	Basch: "Shellga" (1.4x)
BARRIER	Unit's Stamina and Mind are simultaneously increased	Tiamat: "Mighty Guard" (1.2x)
BRAVERY	Unit's Strength is increased	Penelo: "War Dance" (1.4x)
FAITH	Unit's Magick is increased	Penelo: "Mystic Dance" (1.4x)
HEROISM	Unit's Strength and Magick are simultaneously increased	Only caused by enemy or guest Magick/Abilities; no units under your control can trigger this effect
HASTE	Unit's Activation Time and Wait Time for Magick/abilities is sped up 50%	Filo: "Glide"; Ashe: "Hastega"
REGEN	Gradually restores unit's HP	Penelo: Protective Armlet equipped (heals 1% of max HP every 5 seconds); Ashe: "Regenga" (heals 4% of max HP every 2 seconds); Basch: "Inner Peace" (heals 4% of max HP every 2 seconds)
BERSERK	Unit can only use basic skills, but its speed, movement, and attack range increase	Ba'Gamnan: "Berserk" (2x)
FLOAT	Unit levitates while moving	Llyud: Winged Gloves equipped
INVISIBLE	Unit cannot be sighted by enemies. Disappears if taking actions other than movement or receiving damage	Llyud: "Vanishga"

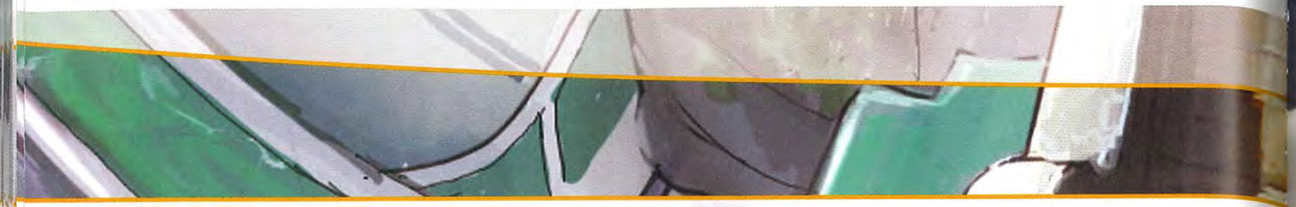
ATTRIBUTES INCREASED

Some leaders have special abilities or can equip accessories that increase certain attributes (Strength, Magick, Stamina, Mind, Speed, and Movement) of that leader. In most cases, the increase also applies to any unit(s) in that leader's group. Note also that the attribute increase can affect a unit in addition to a buff already in place.

For example, let's say Llyud already has the Gauntlets equipped, and then Penelo uses her War Dance ability. The Gauntlets already have a "buff" effect that equals "Str 1.1x," meaning that Llyud's Strength stat is multiplied by 1.1, a 10% increase. The buff effect from Penelo's War Dance (which equals "Str 1.4x") now applies to that Gauntlets-increased Strength attribute number, so units affected in this case get two separate boosts of Strength!

ATTRIBUTES INCREASED

NAME	EFFECT/EXPLANATION	CAUSES
HP UP	Unit's max HP is increased	Basch: Judicer's Helm equipped (1.2x)
STR UP	Unit's Strength is increased beyond Buff effect	Vaan: "Steal Power" (corresponds to damage dealt); Llyud: Gauntlets equipped (1.1x); Balthier: Quicksilver (1.1x)
MGK UP	Unit's Magick is increased beyond Buff effect	Kytes: Incanter's Pouch equipped (1.1x)
STM UP	Unit's Stamina is increased beyond Buff effect	Vaan: "Steal Endurance" (corresponds to damage dealt); Basch: "Iron Will" (1.3x); Ba'Gamnan: Ba'Gabuckler equipped (1.1x)
MND UP	Unit's Mind is increased beyond Buff effect	Penelo: Argyle Armlet equipped (1.1x)
SPD UP	Unit's Speed is increased beyond Buff effect	Vaan: "Steal Speed" (corresponds to damage dealt), "Dervish" (2x); Filo: Silver Earrings equipped (1.1x)
MV UP	Unit's Movement is increased beyond Buff effect	Vaan: "Sprint" (1.5x), Sprint Shoes equipped (1.2x); Filo: "Glide" (1.2x)
RANGE UP	Unit's Range is increased beyond Buff effect	Balthier: "Sniper Eye" (1.2x), Diamond Ring equipped (1.2x)
STR/MGK UP	Unit's Strength and Magick are simultaneously increased beyond Buff effect	Ashe: Noble's Collar equipped (1.2x); Basch: Dragon Helm equipped (1.3x)
STM/MND UP	Unit's Stamina and Mind are simultaneously increased beyond Buff effect	Ashe: Jade Collar equipped (1.2x); Basch: "Cover" (only when Grand Helm is equipped; 1.25x), Atlas Helm (1.3x)
MGK/MND UP	Unit's Magick and Mind are simultaneously increased beyond Buff effect	Ba'Gamnan: "Ba'Syphon" (corresponds to damage dealt)
All Up	Unit's Strength, Magick, Stamina, Mind, Speed, and Movement are all simultaneously increased	Filo: "Overdrive" (1.5x); Llyud: Enfuse Spirit (1.2x)



RESISTANCES

Certain accessories bestow resistances to bad status effects. For example, when Balthier is equipped with his Emerald Ring, he is resistant to Blind, as are all members of his group. Also, certain units are automatically bestowed with resistances. An example is the Golem, which is naturally resistant to the Confuse status; so are all Lightning-element Espers.

Espers and Resistance

Note that all Espers resistant to a particular element also share a resistance to the same bad status effect. Water-resistant Espers are resistant to Poison; Lightning-resistant Espers are resistant to Confuse; Earth-resistant Espers are resistant to Stop; and Fire-resistant Espers are resistant to Disable.

RESISTANCES

NAME	EFFECT/EXPLANATION	CAUSES
RESIST POISON	Nullify Poison status	Kytes: Traveler's Pouch equipped; Golem; Water-resistant Espers; Rank III Espers (not including Ultima)
RESIST BLIND	Nullify Blind status	Balthier: Emerald Ring equipped; Golem; Rank III Espers (not including Ifrit, Famfrit, Shemhazai, Hashmal, Exodus)
RESIST SILENCE	Nullify Silence status	Penelo: Corsage Bracelet equipped; Golem; Rank III Espers (not including Odin, Bahamut, Chaos, Leviathan, Mateus, Ramuh)
RESIST SLEEP	Nullify Sleep status	Fran: Lamia's Tiara equipped; Golem; Rank III Espers (not including Gilgamesh, Belias, Shiva, Tiamat, Hashmal)
RESIST CONFUSE	Nullify Confuse status	Llyud: Mythril Gloves equipped; Golem; Lightning-resistant Espers; Rank III Espers (not including Titan)
RESIST SLOW	Nullify Slow status	Basch: Winged Helm equipped; Cúchulainn; Rank III Espers: (not including Zalera, Bahamut, Belias, Chaos, Famfrit, Tiamat, Ramuh, Ultima)
RESIST STOP	Nullify Stop status	Filo: Gold Earrings equipped; Cúchulainn; Earth-resistant Espers; Rank III Espers (not including Leviathan)
RESIST IMMOBILIZE	Nullify Immobilize status	Vaan: Winged Boots equipped; Cúchulainn; Rank III Espers (not including Odin, Gilgamesh, Zalera, Ifrit, Mateus, Shemhazai, Titan)
RESIST DISABLE	Nullify Disable status	Cúchulainn; Fire-resistant Espers; Rank III Espers (not including Shiva, Exodus)
RESIST ALL	Nullify all bad stats (except KO)	Ashe: Ribbon equipped; Zodiark
RESIST GRAVITY	Does not receive damage from Gravity attacks	Ashe: Ribbon equipped; Rank III Espers

OTHER STATUS EFFECTS

Certain special attacks and abilities inflict status effects (some quite unique) on targeted units. For example, Fran has five different types of "fletch" abilities; each one supplements her attacks with different bad status effects. Also, Llyud's Lancet ability actually drains HP from his target with each hit and transfers it to his own HP!

OTHER STATUS EFFECTS

NAME	EFFECT/EXPLANATION	CAUSES
+ BLIND	Adds Blind effect to attacks	Fran: "Blind Arrow"
+ SILENCE	Adds Silence effect to attacks	Fran: "Silence Arrow"
+ SLEEP	Adds Sleep effect to attacks	Fran: "Sleep Arrow"
+ CONFUSE	Adds Confuse effect to attacks	Fran: "Confuse Arrow"
+ STOP	Adds Stop effect to attacks	Fran: "Stop Arrow"
CHARGE	Increases damage dealt by next spell cast (excluding basic attacks). Dissipates after a period of time or after next spell is cast	Kytes: "Charge" (1.25x)
FOCUS	Increases damage dealt by next ability used (excluding basic attacks). Dissipates after a period of time or after next ability used	Only caused by enemy or guest Magick/Abilities; no units under your control can trigger this effect.
LANCET	When dealing damage to enemies, 80% of that damage (100% with Dragon Bracelet equipped) is transferred to own HP	Llyud: "Lancet"
LEECH	When dealing damage to enemies, 80% of that damage is transferred to own HP	Only caused by enemy Magick/Abilities; no units under your control can trigger this effect
PIERCE	Adds Pierce effect to attacks	Balthier: "Armor-piercing Shot"
COMBUSTION	Increases area damage of attacks	Ashe: "Combustion" (1.5x)
SHARPSHOT	Increases damage dealt by attacks with a range of 3 or more	Fran: Goggle Mask equipped (1.1x)
KNOCKBACK	Adds Knockback effect to attacks	Only caused by enemy Magick/Abilities; no units under your control can trigger this effect
DECOY	Reaches limit at certain damage taken. Disappears after time period elapses or limit damage is taken	Filo: "Decoy Bit" (basic damage 80)
COVER	When Espers on leader's team are damaged, the leader takes the damage instead	Basch: "Cover"
INVULNERABLE	Does not take damage	Basch: "Apocalypse Shield"

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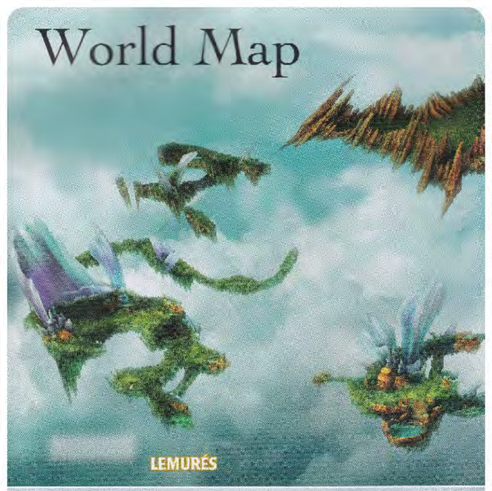
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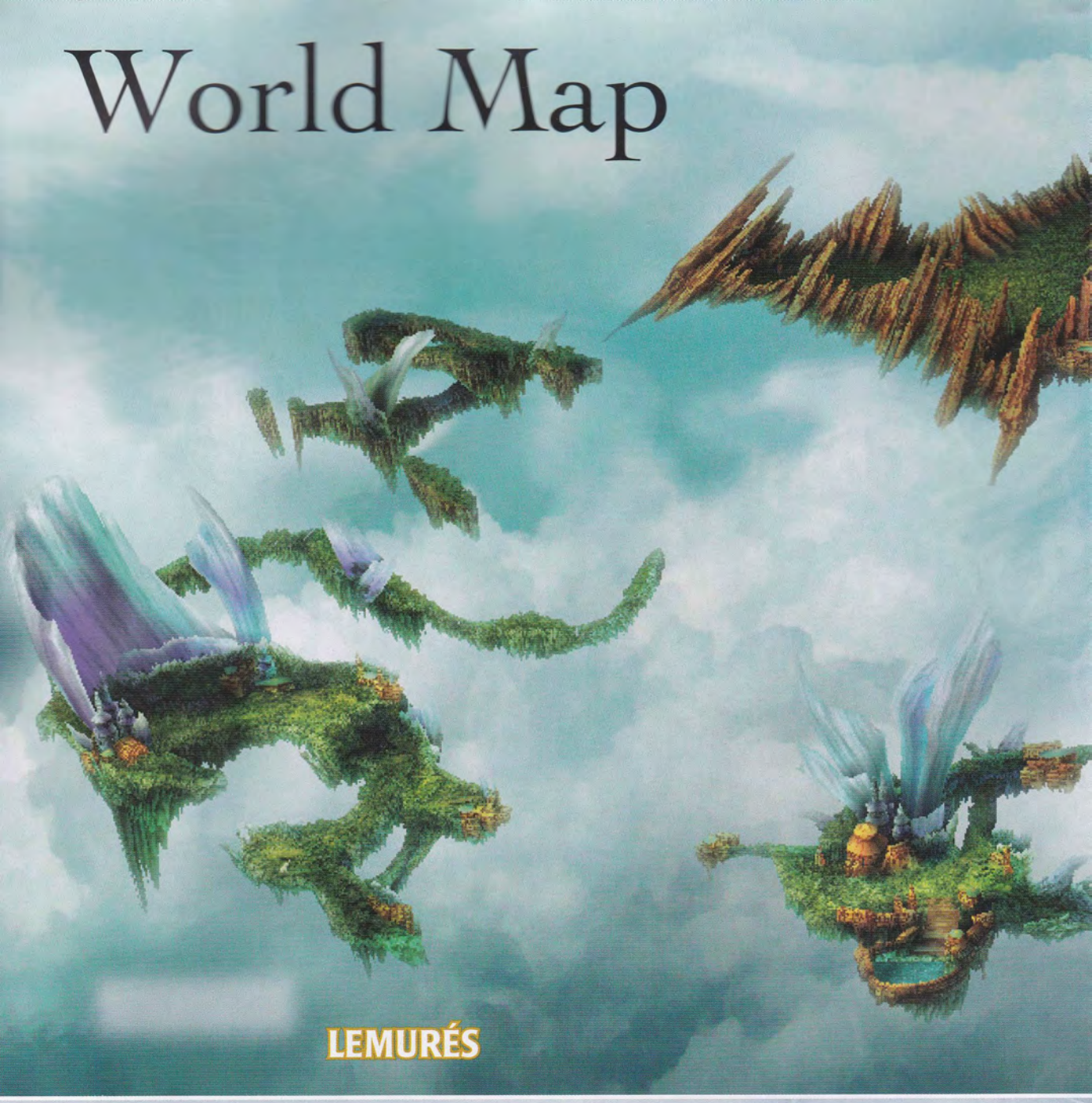








World Map




KEEP OF FORGOTTEN TIME




LESREKTA


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The Ring of Pacts

This gift from the aegyl Llyud gives you the ability to forge pacts with Espers that you can then summon into battle for your side. The color of each Esper button on the Ring of Pacts indicates the Esper's elemental nature: red for Fire, green for Earth, blue for Water, and yellow for Lightning. Note that a few Espers have no elemental nature. Buttons of Espers with whom you haven't yet formed a pact appear as gray. Each button's icon indicates the Esper's unit type: melee, flying, ranged, or healing.

Forging a pact with an Esper requires an amount of auracite equal to the Esper's rank. For example, a Rank III Esper costs three units of auracite. When a pact can be forged with a particular Esper, its button glows yellow on the Ring. In most cases you can forge a pact once an adjacent Esper is enlisted, moving from the inside of the ring outward. However, some of the more powerful Espers are available only after other conditions are met as well.

To forge a pact with an Esper, just tap the Esper's button on the ring. If you have enough auracite, the Esper is enlisted and becomes available for the next mission. Remember that you can't deploy an Esper unless you first assign the creature into your Esper Troupe, the group of five Espers you can summon per mission.









The Ring of Pacts

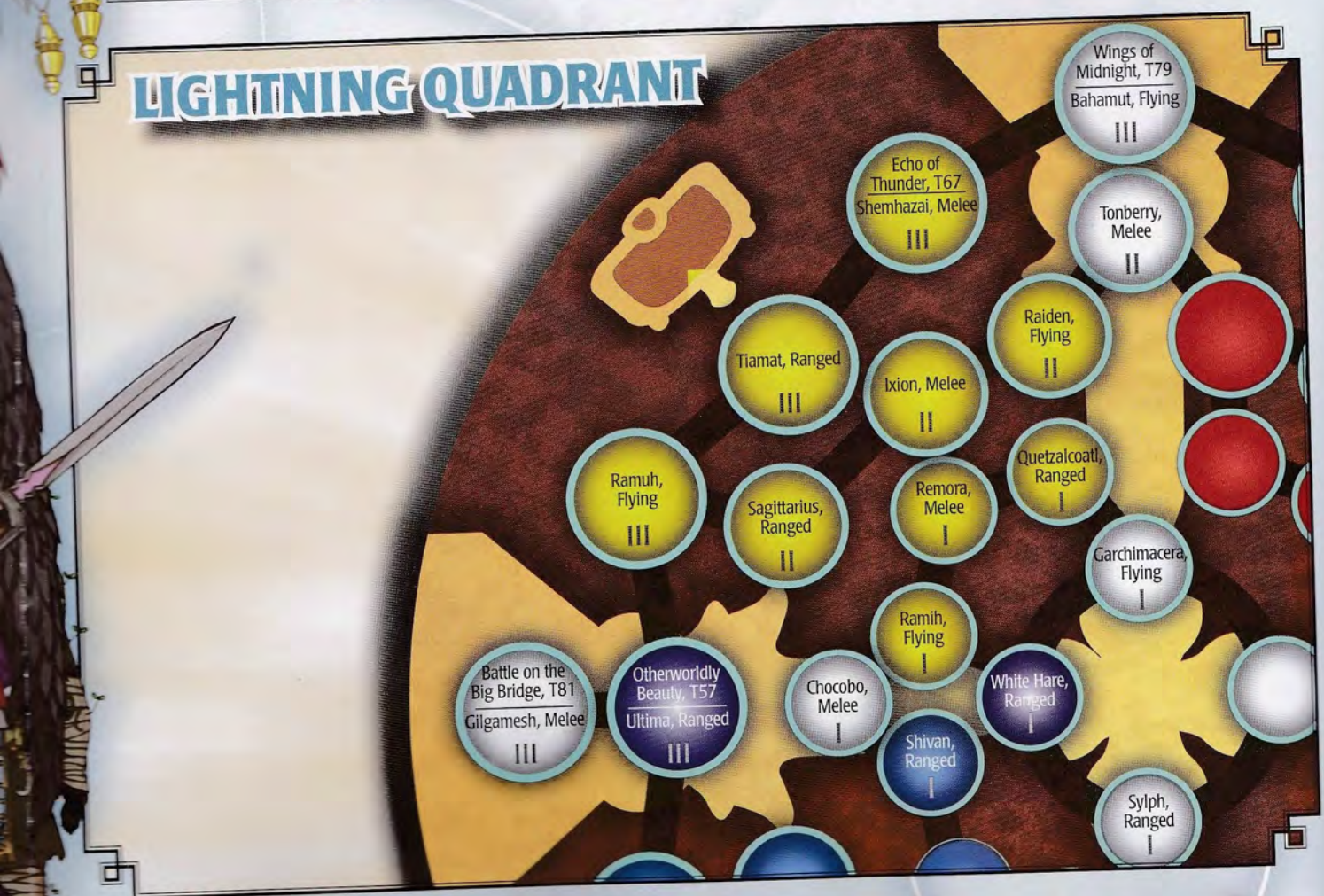
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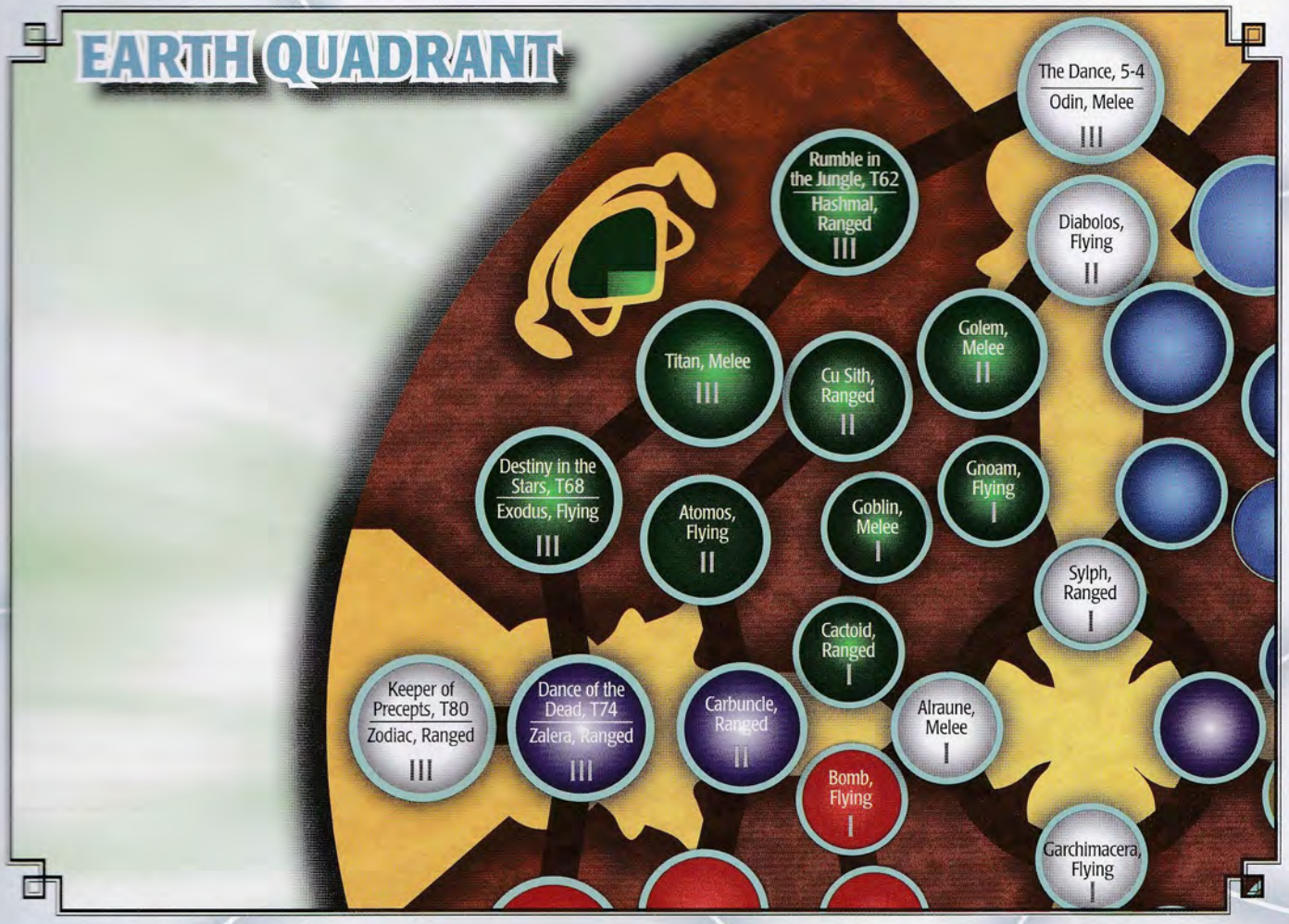
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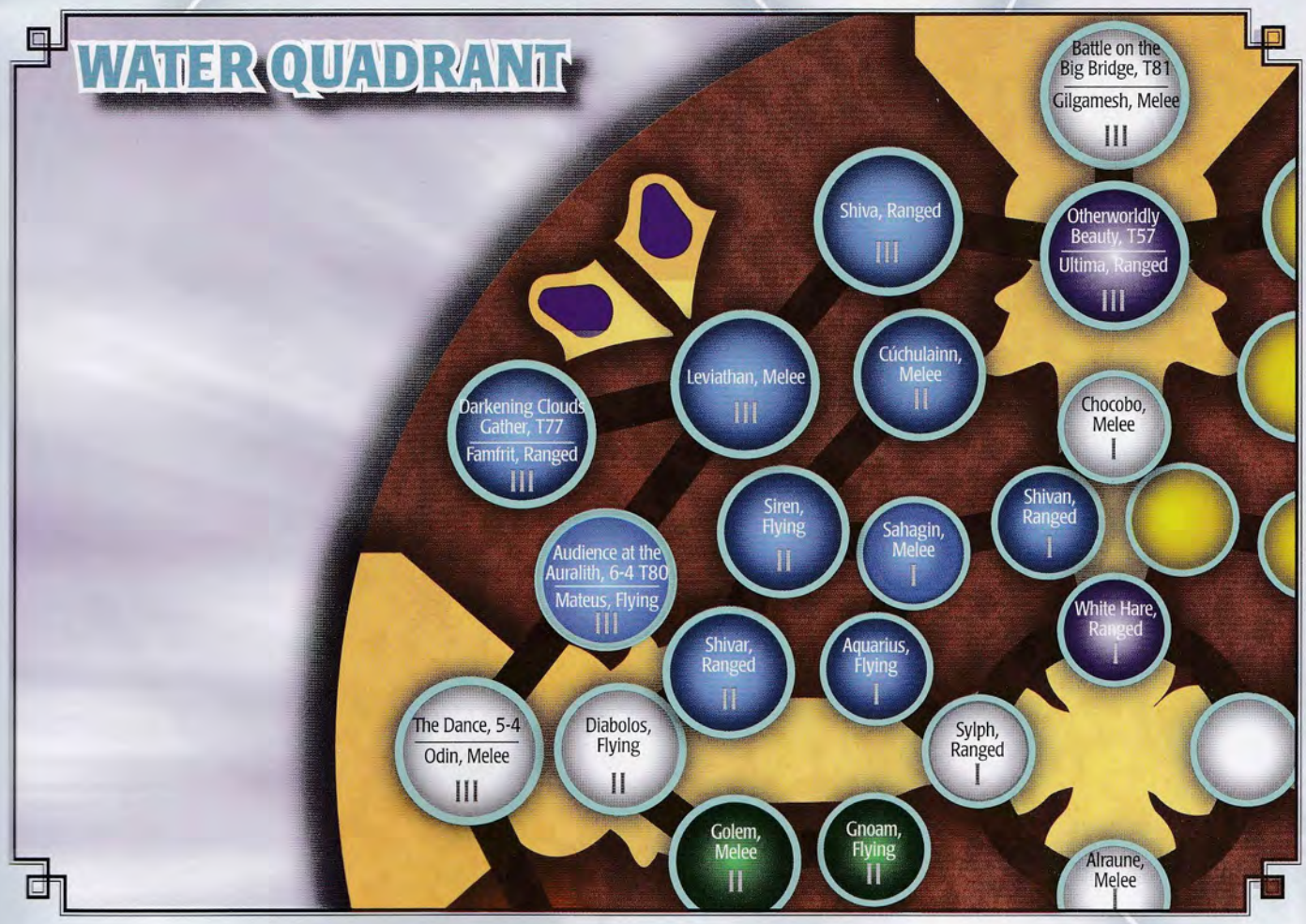
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